

# “Slumber Party Slaughter”

## 692-009

### Pre Animatic Slug Board

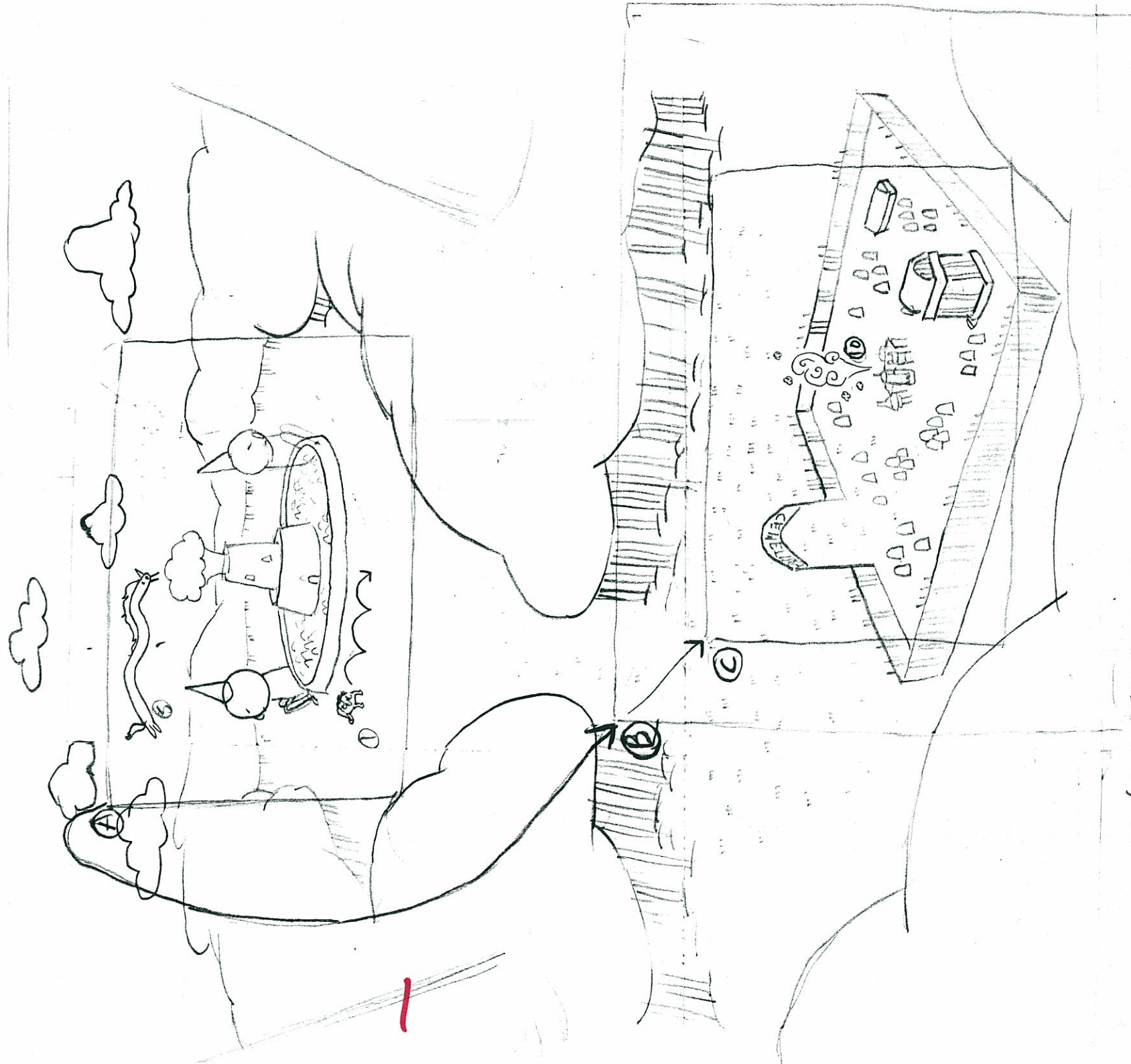
Date 06/23/09

- ☒ Board Team Final 05/11/09
- ☒ Creators Pass
- ☒ Network Approval
- ☒ Recording Board
- ☐ Revisionist Pass -skipped -
- ☒ Animatic Scan Board 06/23/09
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

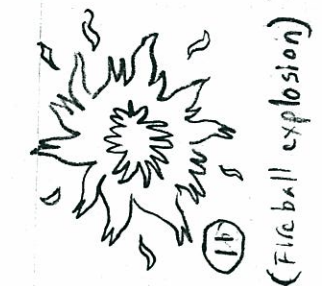
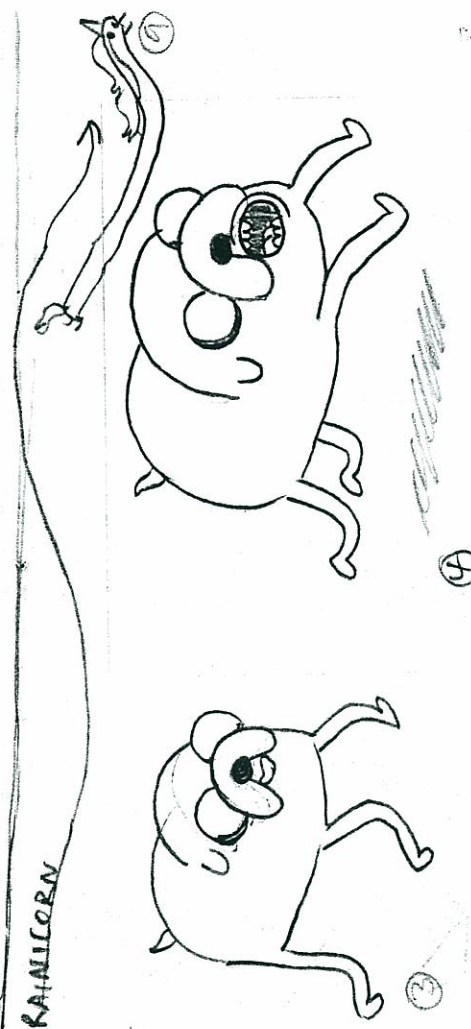
Adventure Time with Finn & Jake  
Created by  
Pendleton Ward

Creative Director  
Pat McHale

Storyboard by  
Elizabeth Ito & Adam Muto



JAKE & LADY  
RAINICORN:  
< LAUGH/PLAY  
WALLA >



(Fireball explosion)



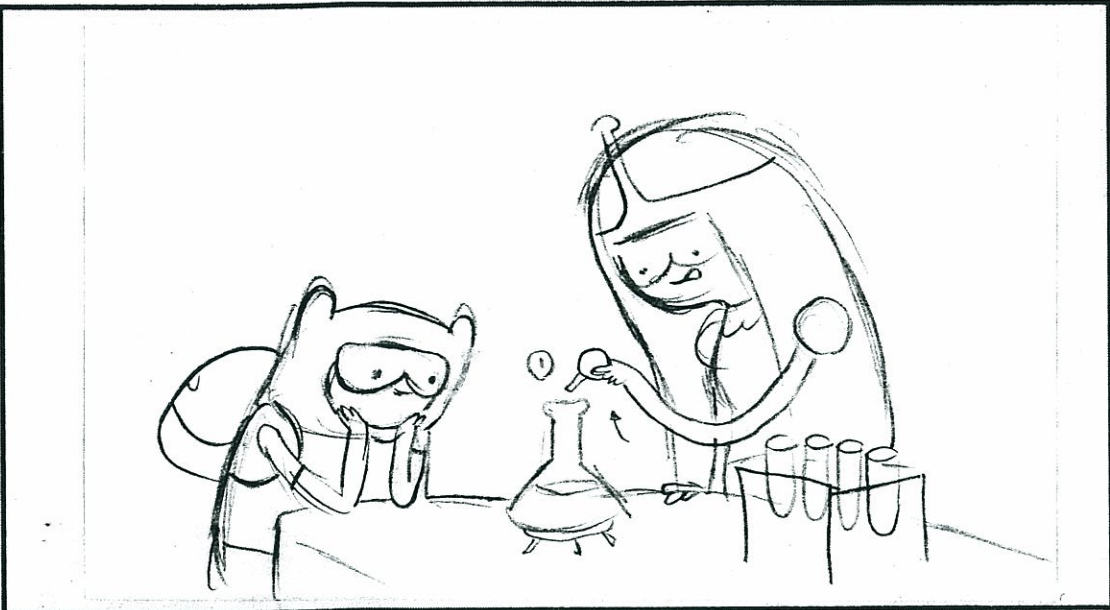
2



# ADVENTURE TIME

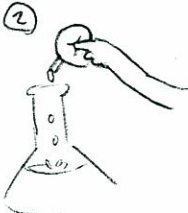


Sc. Pnl. Bg. day night



Dialog:

≡ DRIPE ≡

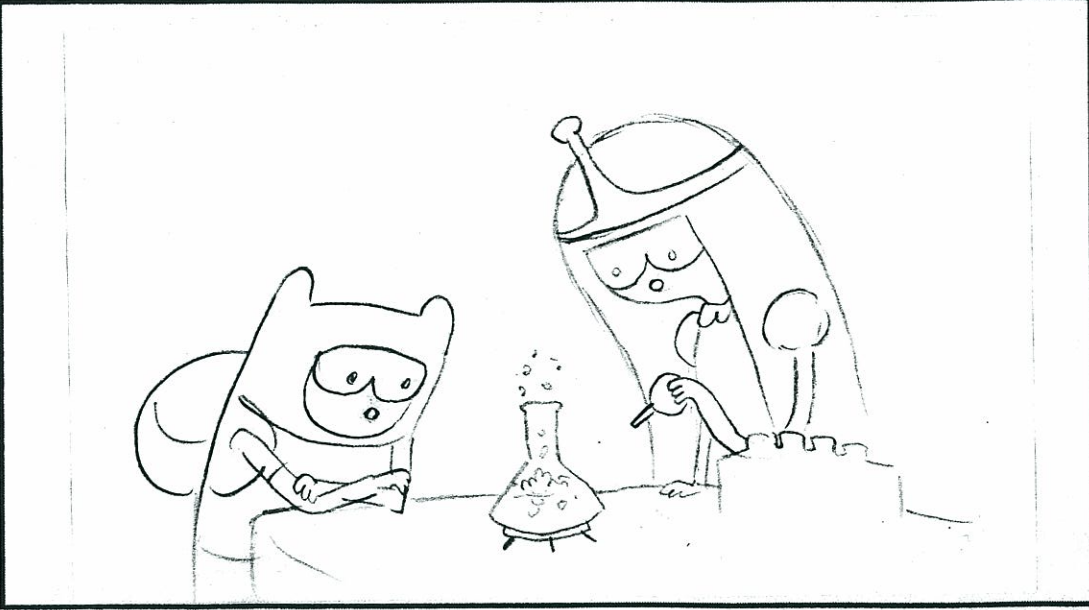


Action:

Timing:

3

Sc. Pnl. Bg. day night



≡ FIZZ ≡

(F&P8) oook.

4

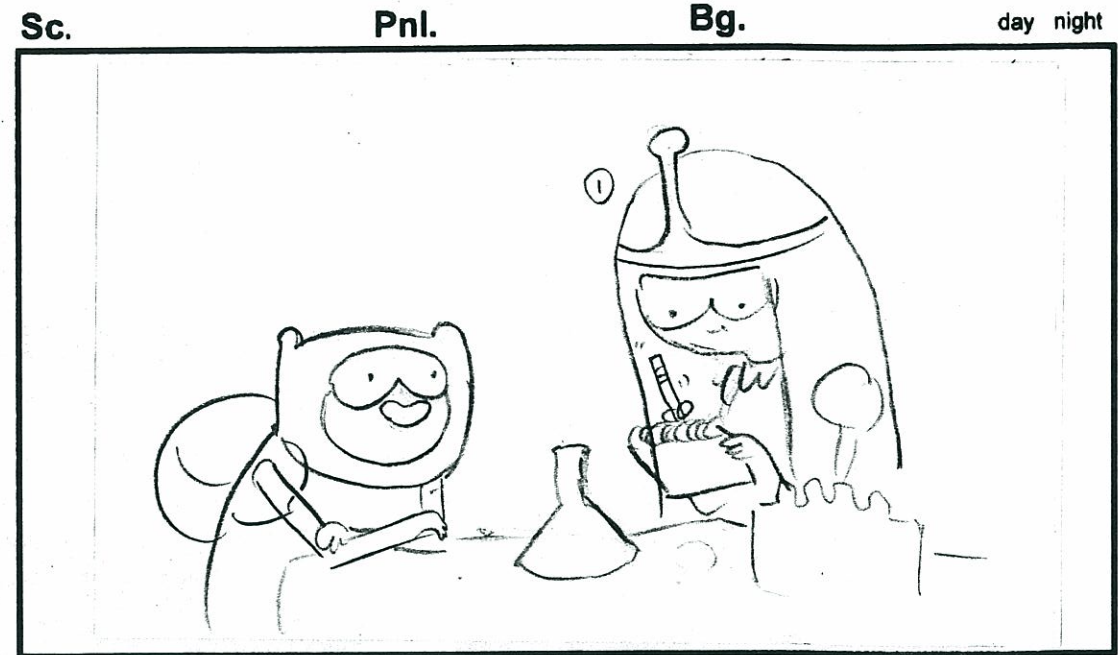
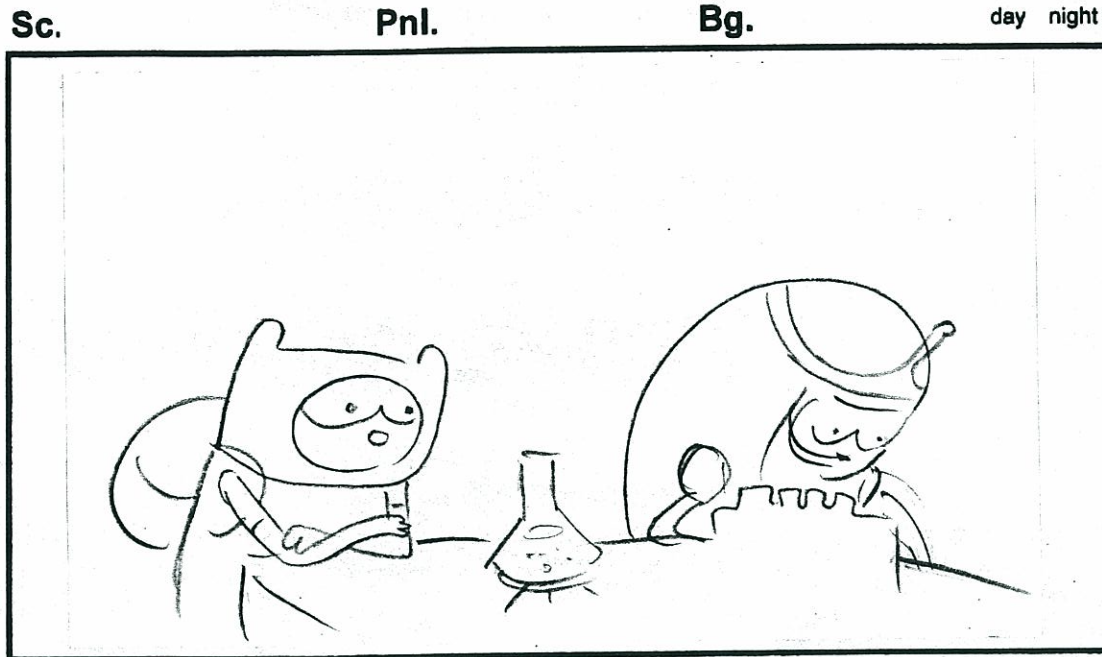
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 3



Dialog:

(F) Hey Princess Bubblegum... → when we bring the dead back to life, will they be filled with worms?

Action:



Timing:

5

6

EPISODE # 692009

Production :

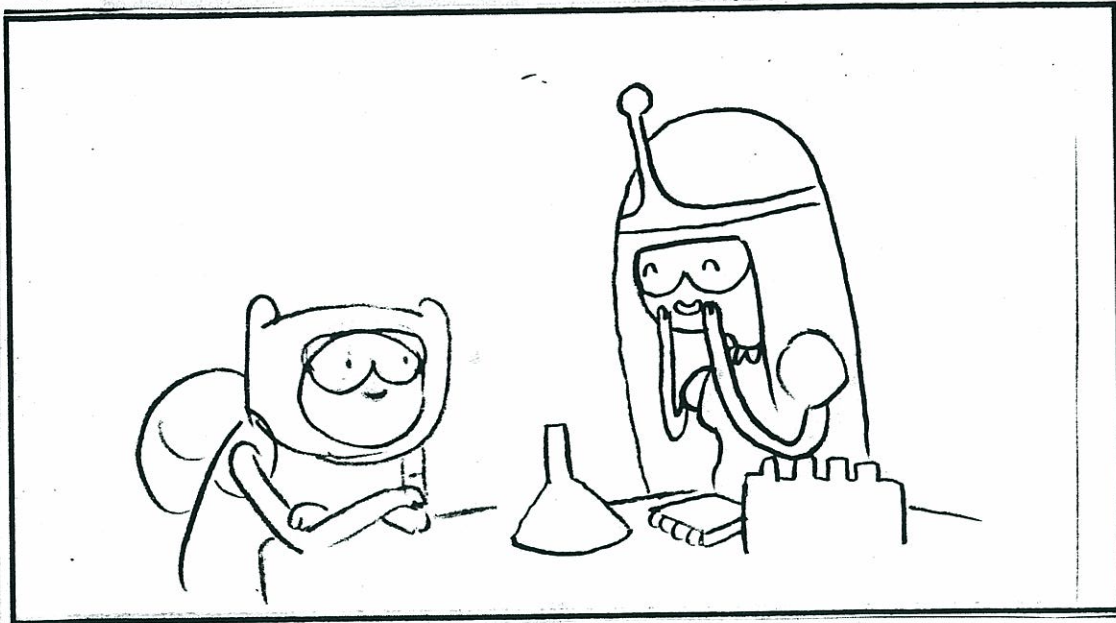


# ADVENTURE TIME



Page 4

Sc. Pnl. Bg. day night



Dialog:

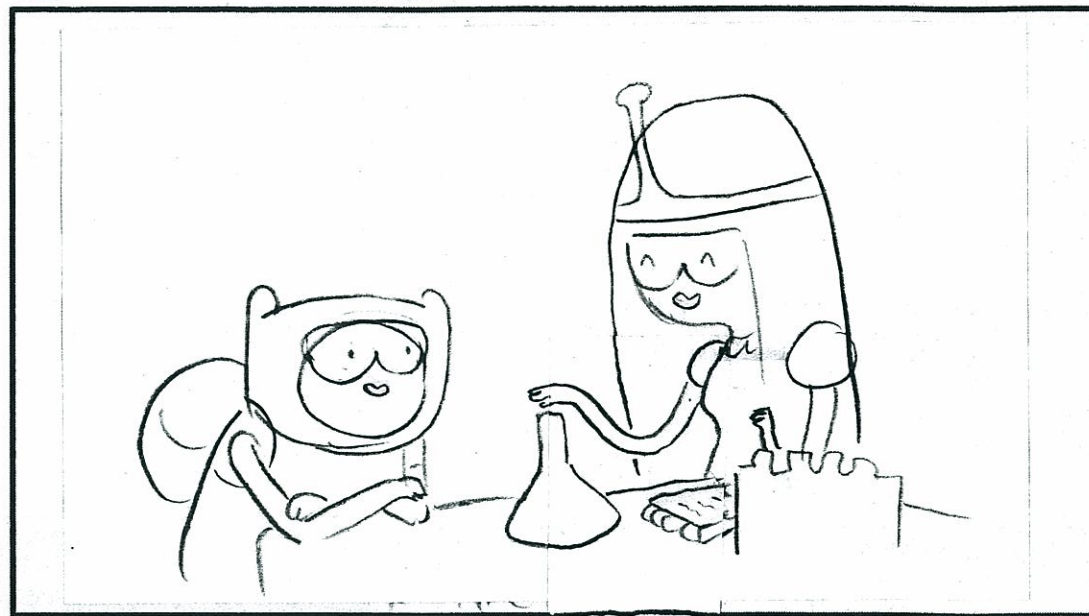
(PB) haha! Finn

Action:

Timing:

7

Sc. Pnl. Bg. day night



(PB) You're gonna make me barf!

(F) hahaha!

EPISODE # 692009

Production :

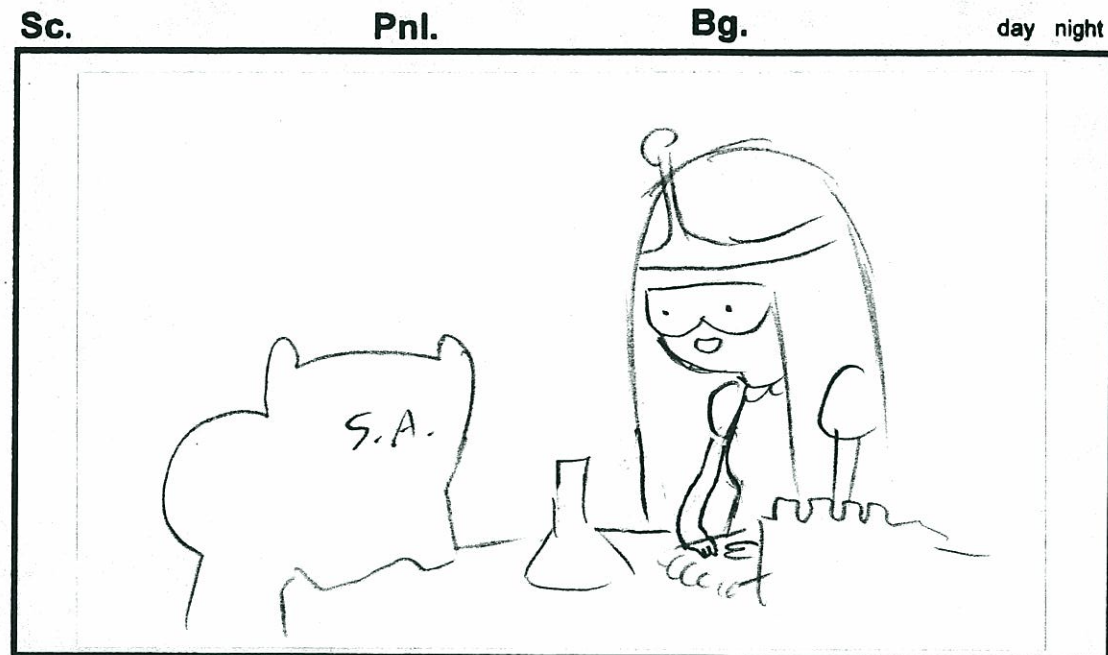
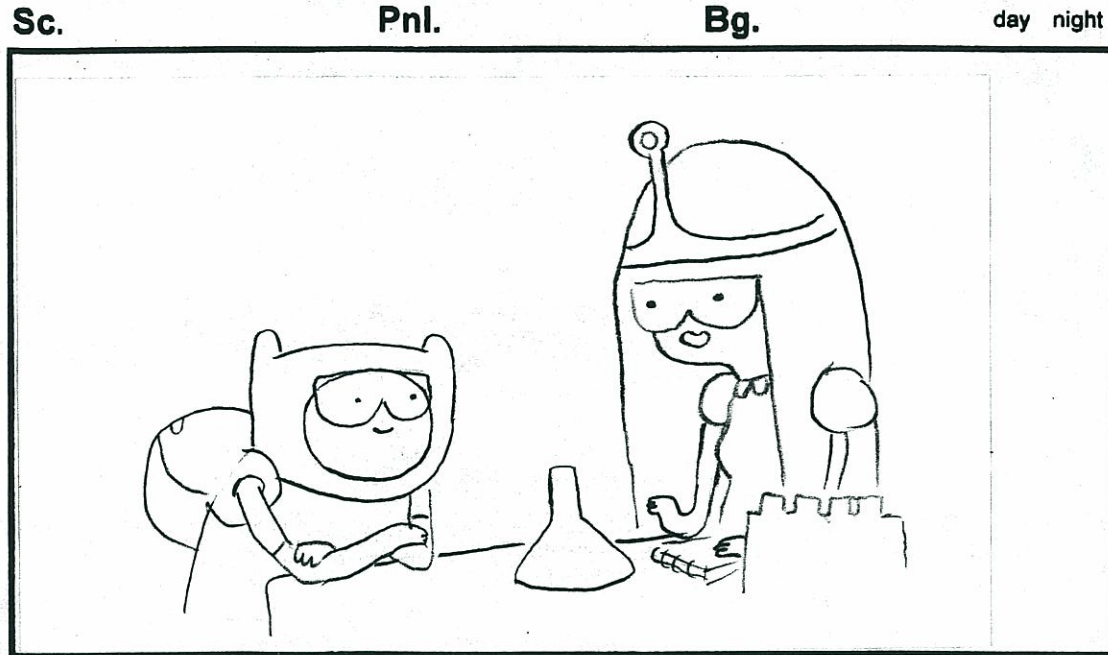


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# ADVENTURE TIME



Page 5



Dialog:

(PB:) No..

Action:

Timing:

9

(PB:) If my decorp sinator  
syrum works -

10

EPISODE # 692009

Production :

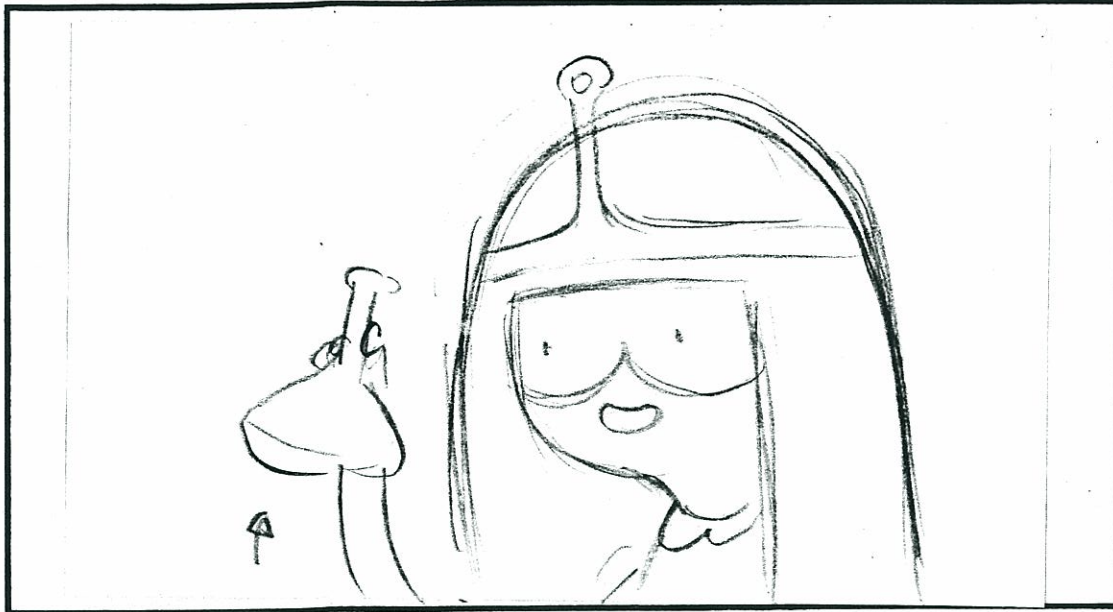
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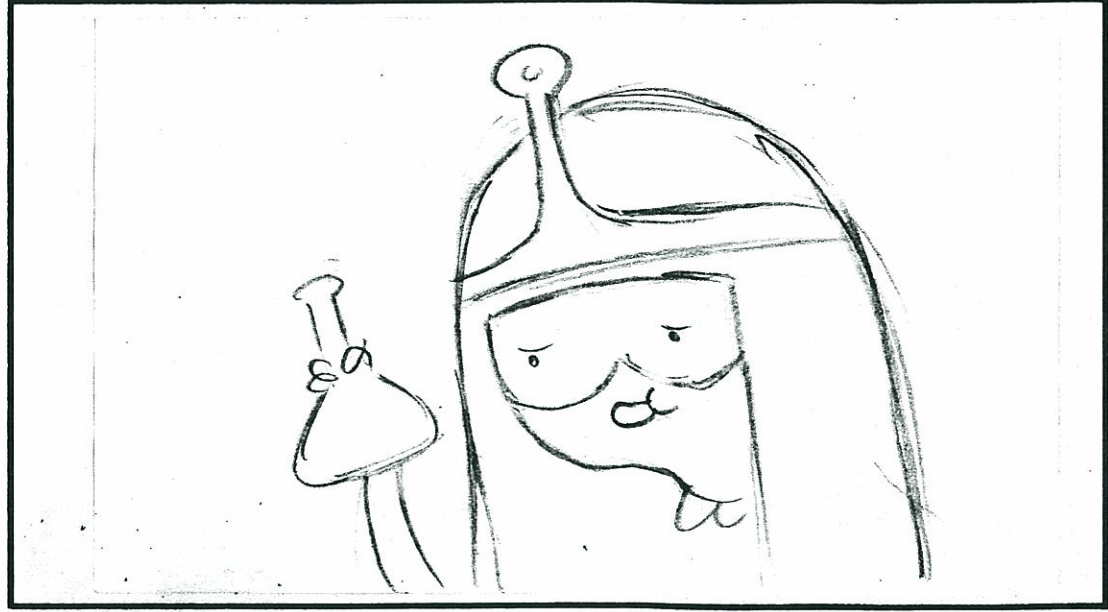


Page 6

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

PB: Then all the dead  
candy people will look as

→ Young and healthy  
as you do.

Action:

Timing:

11

12

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Production :



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# ADVENTURE TIME



(NEXT Pg. 16)

Page 7

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

13

F) Battle Yell =

<p>PB) Pick up that Platter, tough guy.</p>	

14

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Production :



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# ADVENTURE TIME



(NO PG. 8-15)

Page 16

Sc. 12 Pnl. B Bg. day night

Sc. 12 Pnl. C Bg. day night

Dialog:

Action:

Timing:

15

16

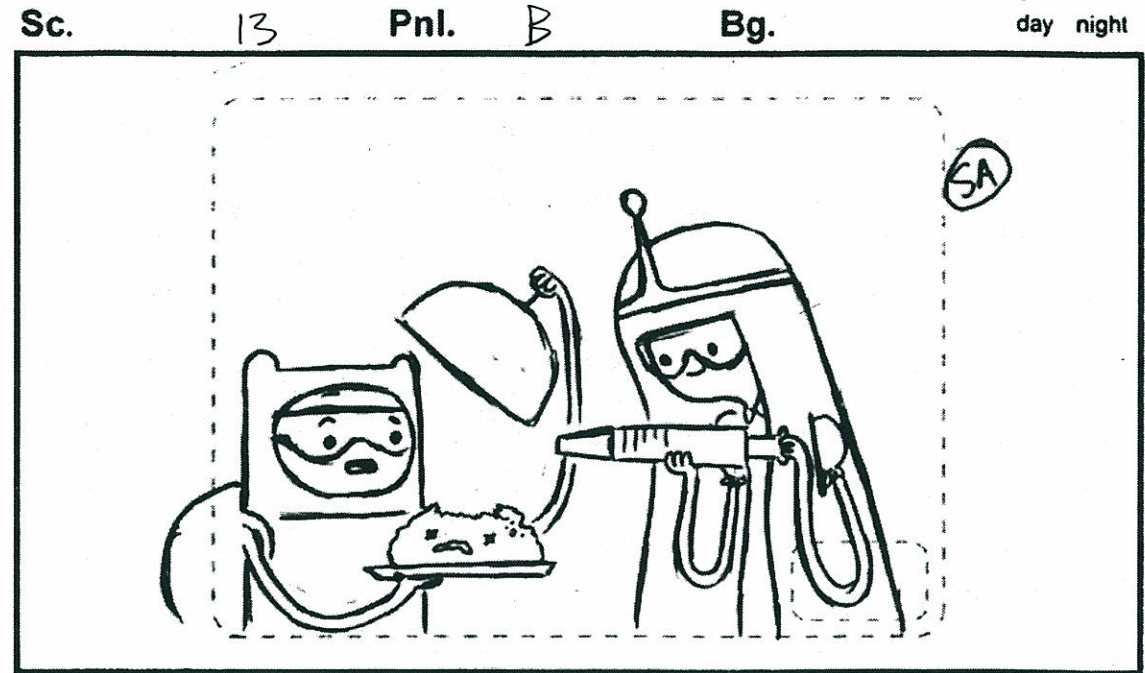
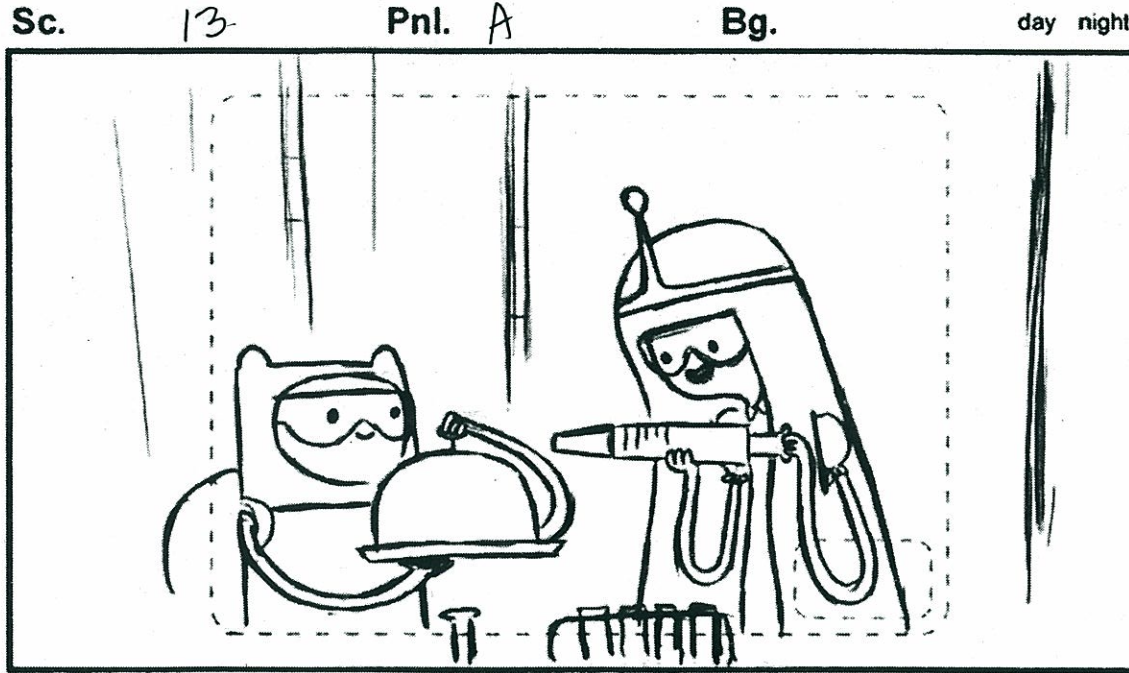
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 17  
day night



Dialog:

FINN: OLD MISTER CREAM PUFF?

Action:

Timing:

17

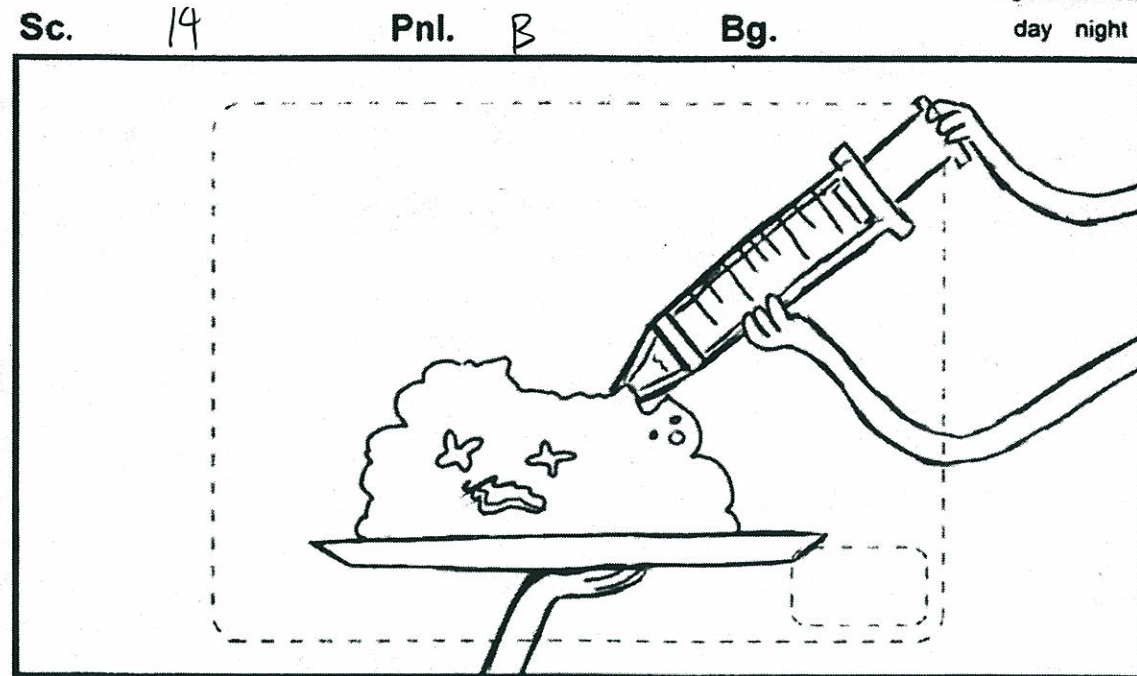
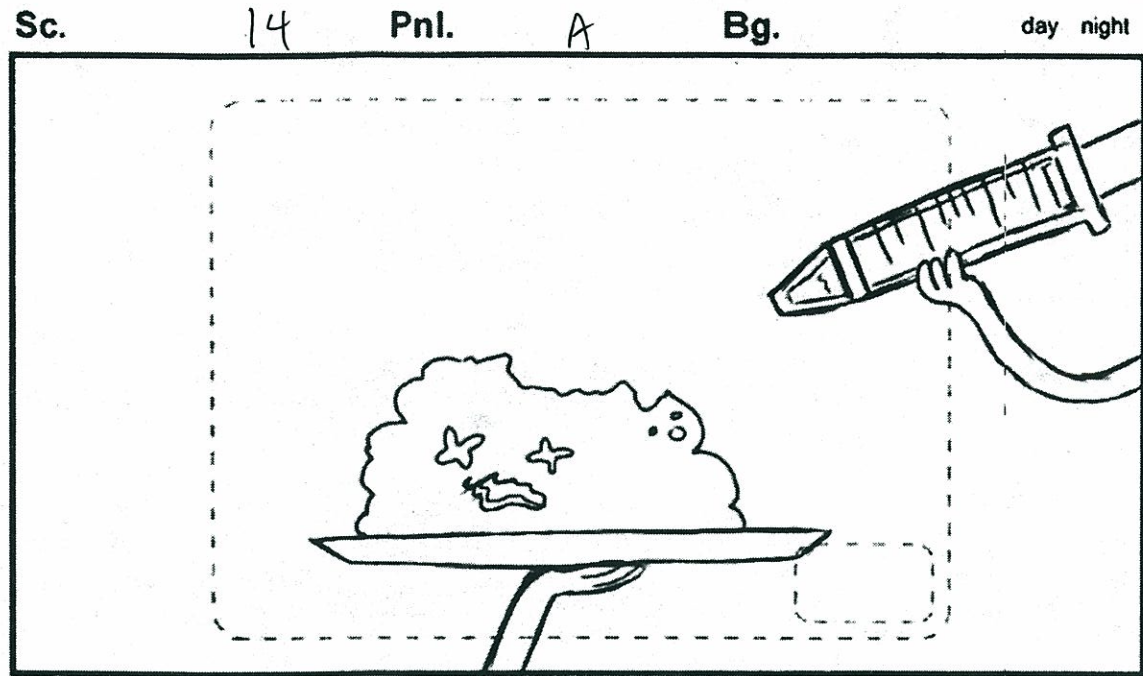
18

EPISODE # 692009

Production :



# ADVENTURE TIME



Dialog:
Action:
Timing:
<u>19</u>
<u>20</u>

EPISODE # 692009

Production :

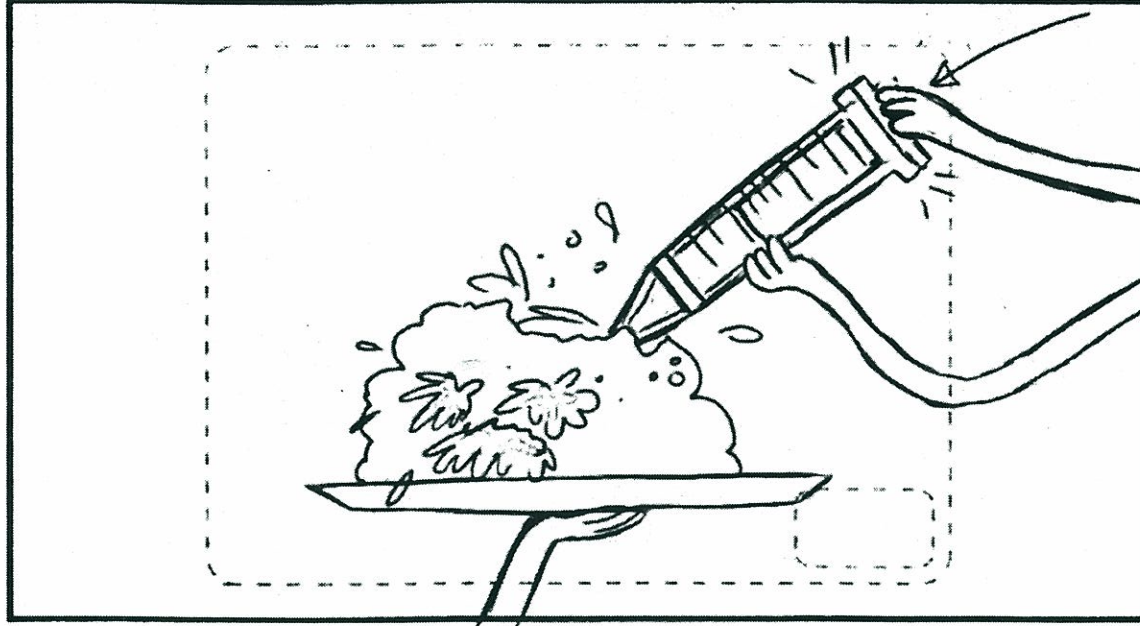


# ADVENTURE TIME

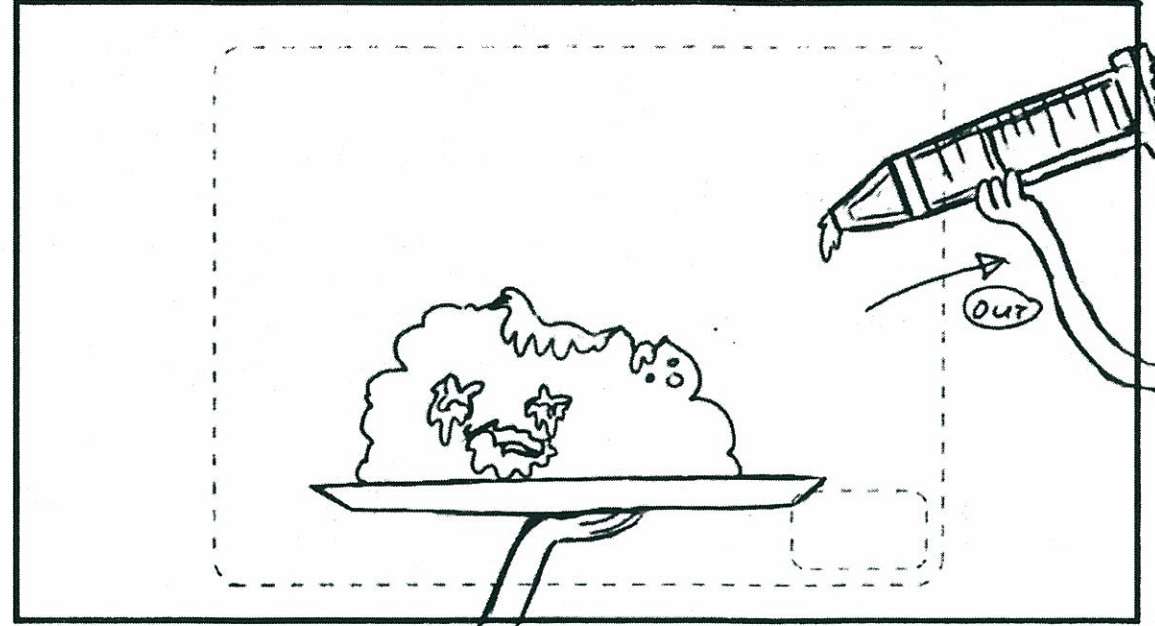


Page 19  
day night

Sc. 14 Pnl. C Bg. day night



Sc. 14 Pnl. D Bg. day night



Dialog:

≥ SQUIRT ≤

Action:

Timing:

21

22

EPISODE # 692009

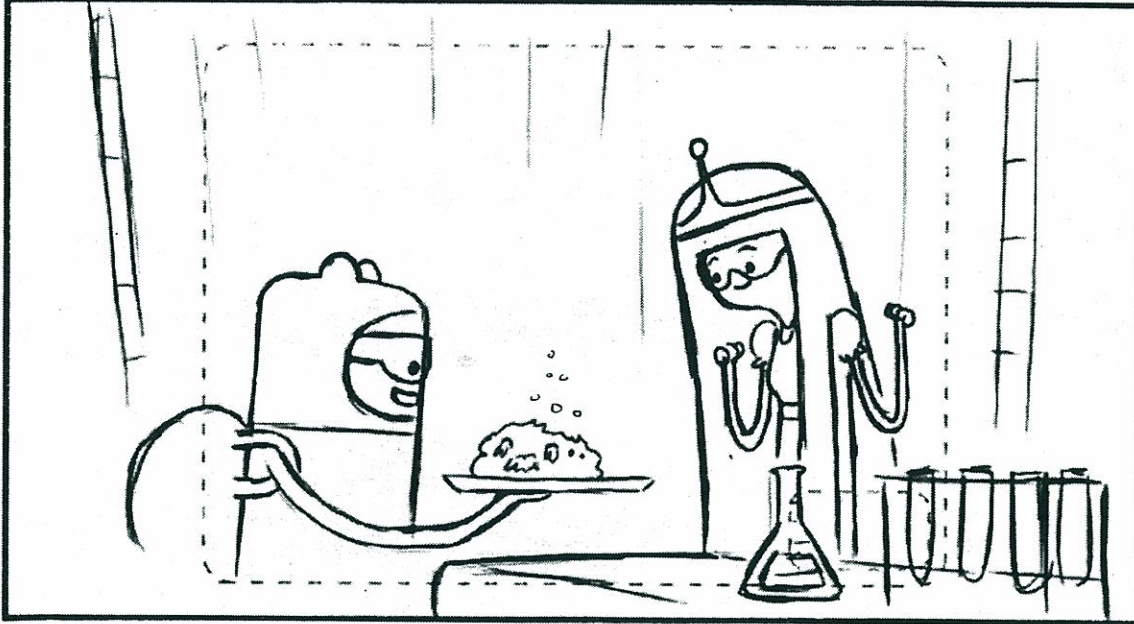
Production :

# ADVENTURE TIME

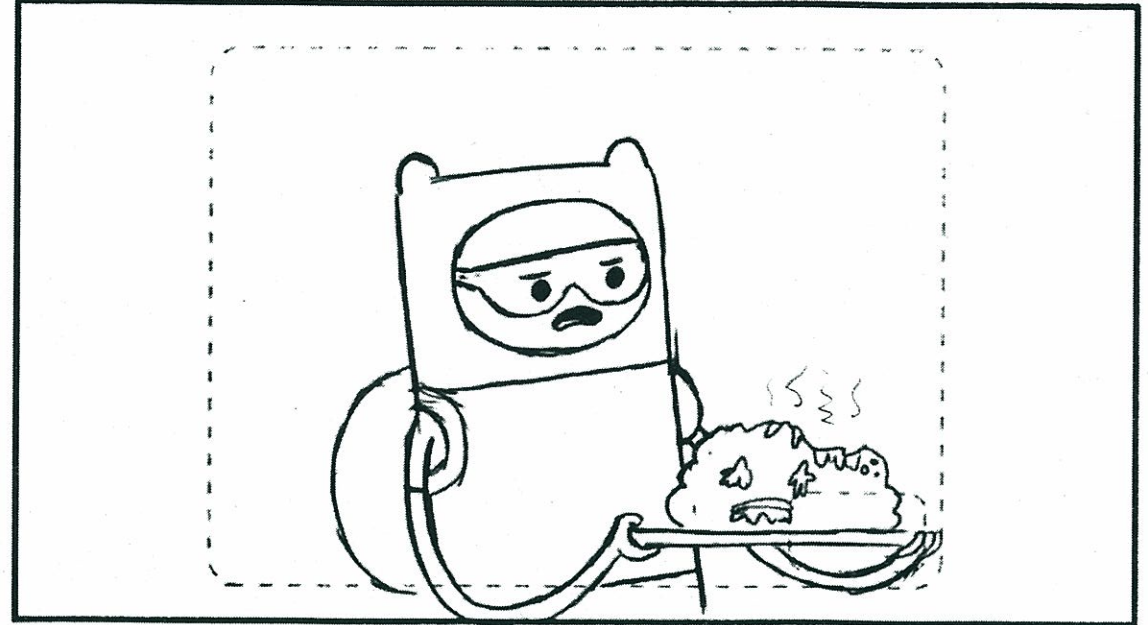


Page 20  
day night

Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog: FINN: THE DECORPSINATOR SERUM IS STARTING  
TO BUBBLE! RISE MR. CREAMPUFF!

Action:

Timing:

23

FINN: AWE, LAME! IT FIZZLED OUT!

24

692009

EPISODE #

Production :





Sc.

Pnl.

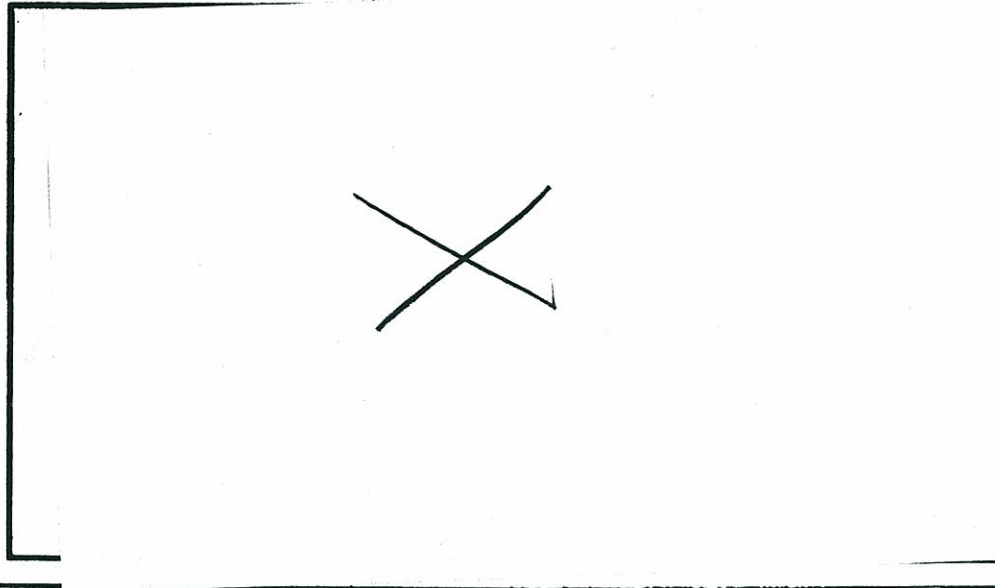
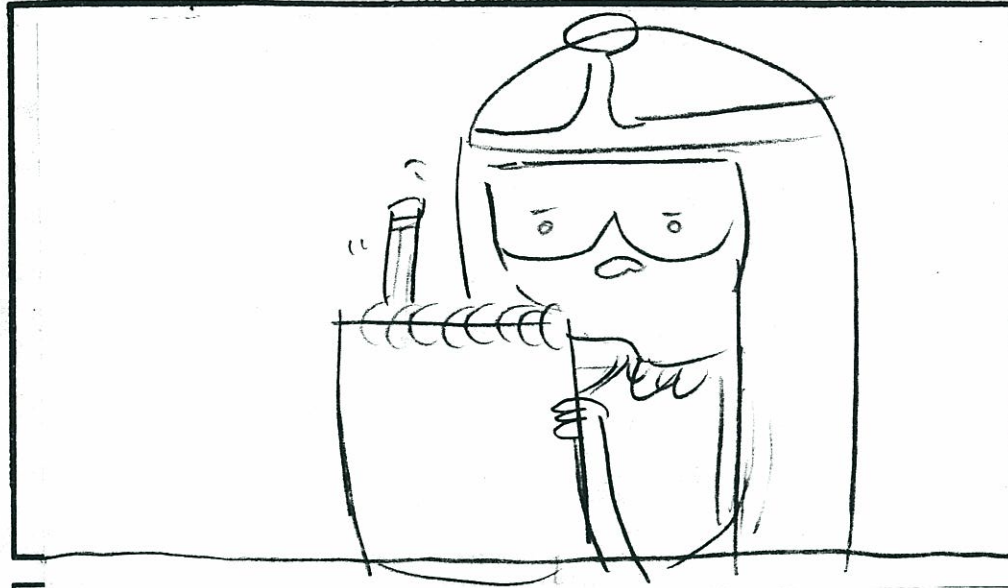
Py.

way in

Sc.

Pnl.

Ba.



EPISODE 692009

EPISODE

Production

Dialog:

PB: TRY some  
BAKING soda.

Action:

Timing:

25

26





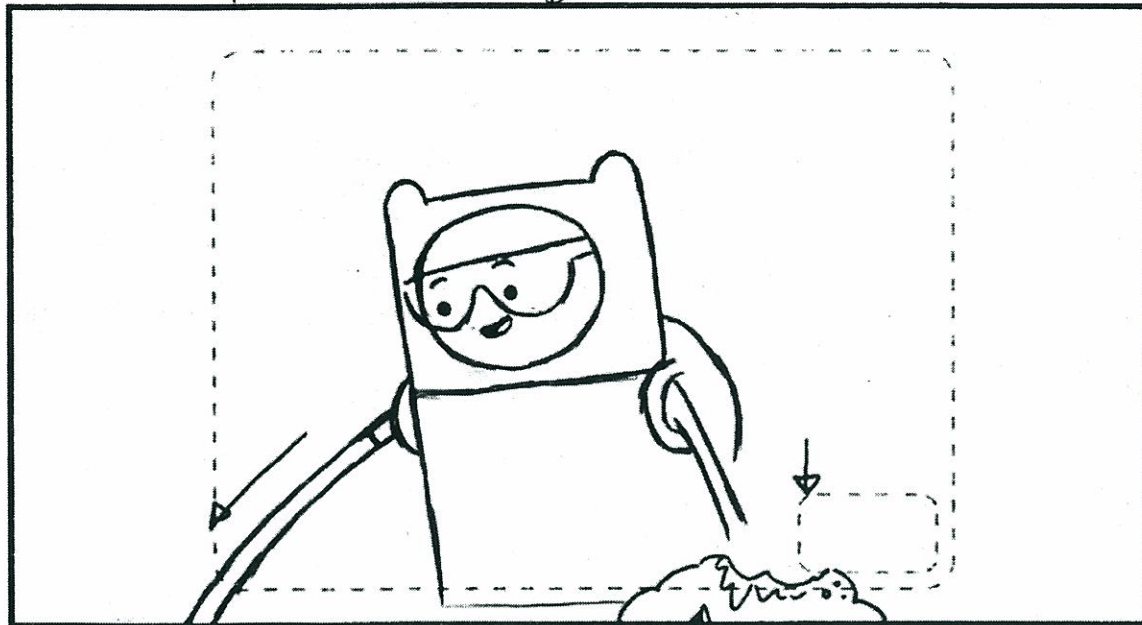
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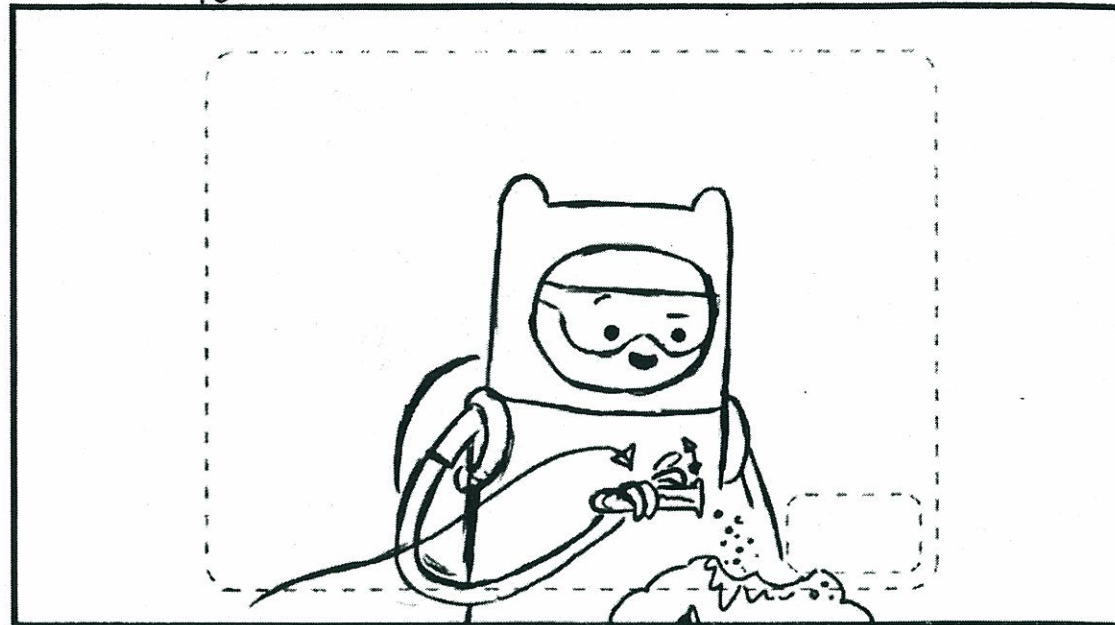


Page 21  
day night

Sc. 16 Pnl. B Bg.



Sc. 16 Pnl. C Bg.



Dial	Actic	Time
(F) okay.		
(F) 1... 2... 3.		

27

28

EPISODE # 692009

Production :

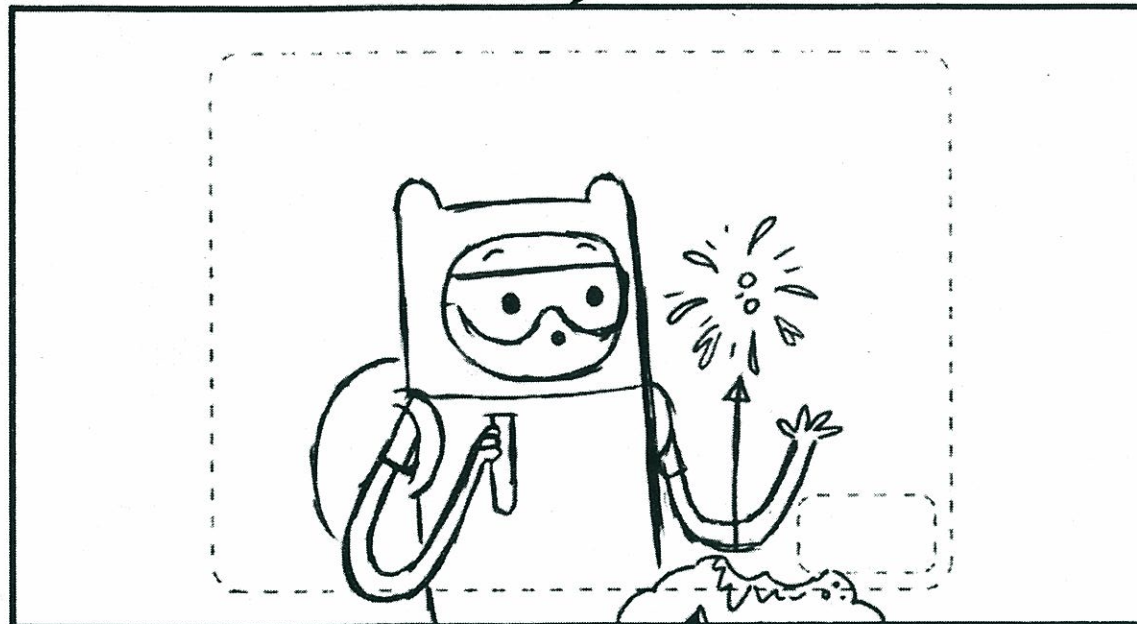
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# ADVENTURE TIME

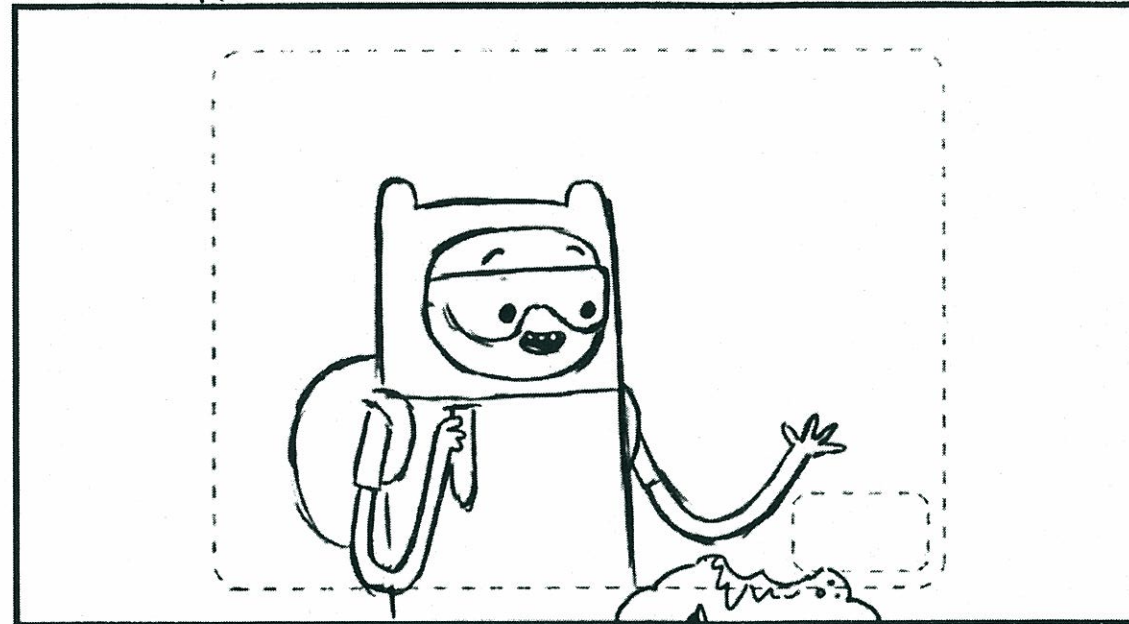


Page 22

Sc. 16 Pnl. D Bg. day night



Sc. 16 Pnl. E Bg. day night



Dialog:

(SFX: POP!)  
FINN: OOOOO!

Action:

Timing:

29

30

692009

EPISODE #

Production :

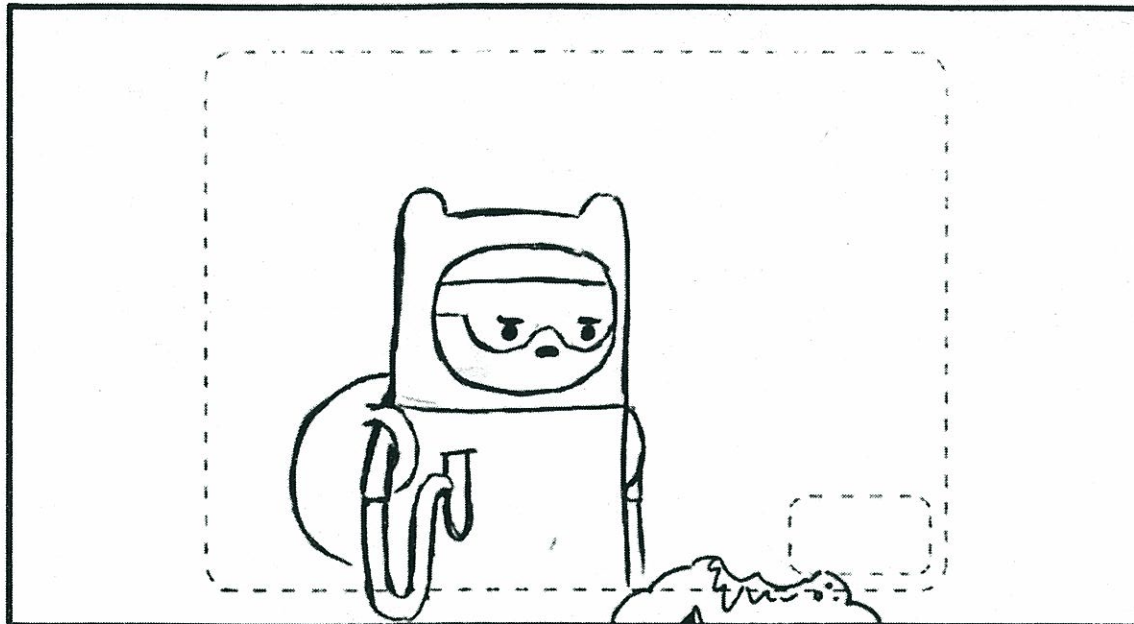


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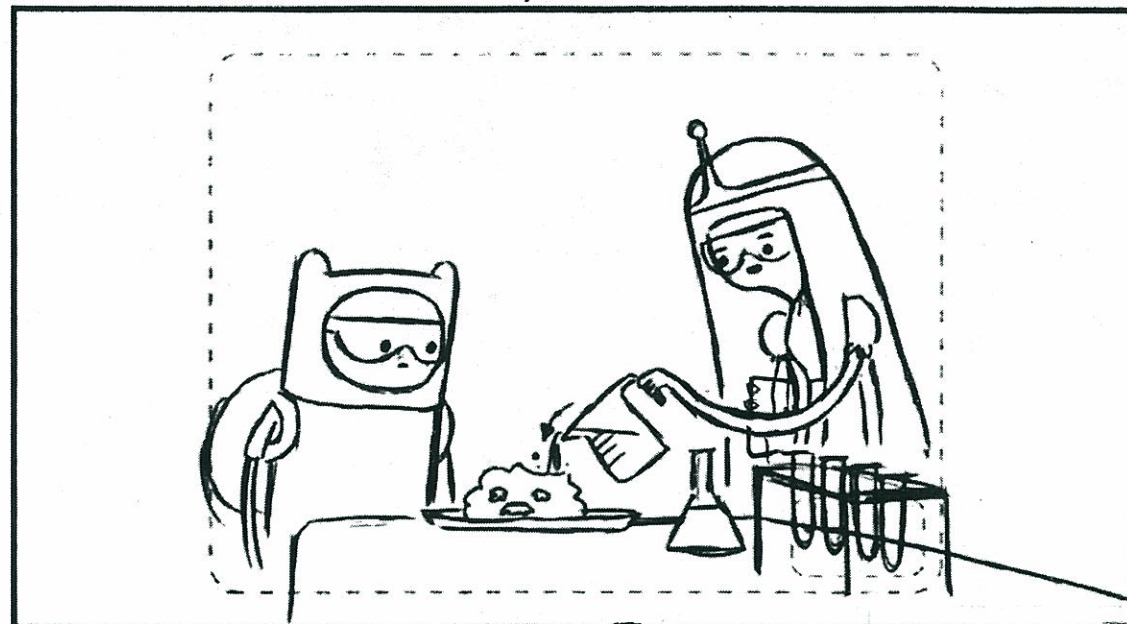
# ADVENTURE TIME



Sc. 16 Pnl. F Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog:

FINN: DANG-

PB: MAYBE 2 more drops of  
CO<sub>2</sub> SAUCE?

Action:

Timing:

31

32

EPISODE # 692009

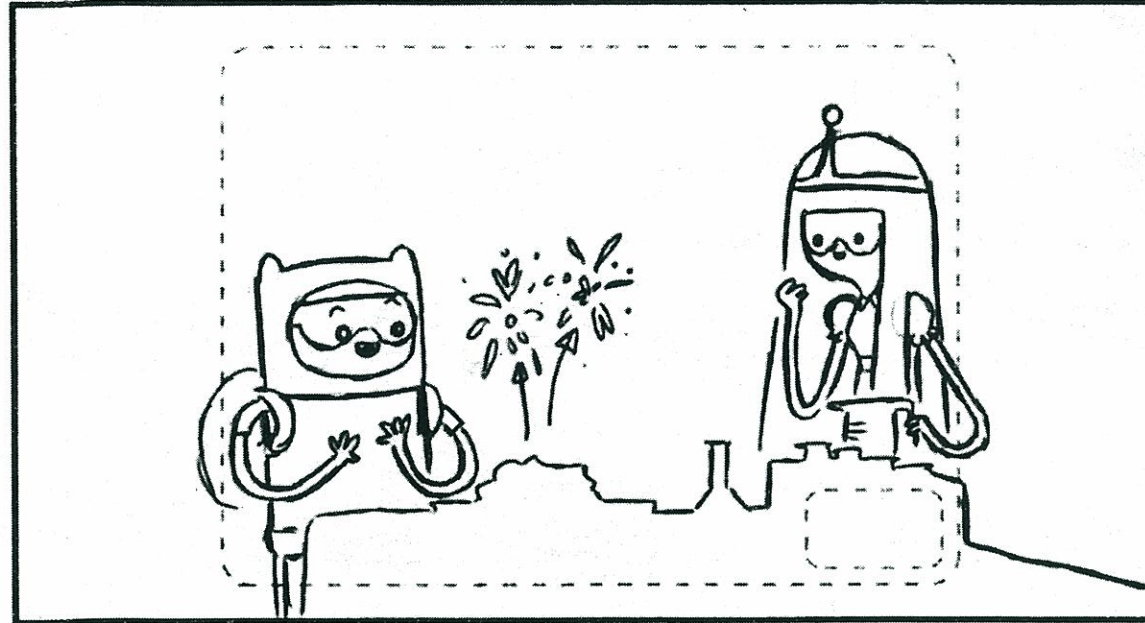
Production :

# ADVENTURE TIME

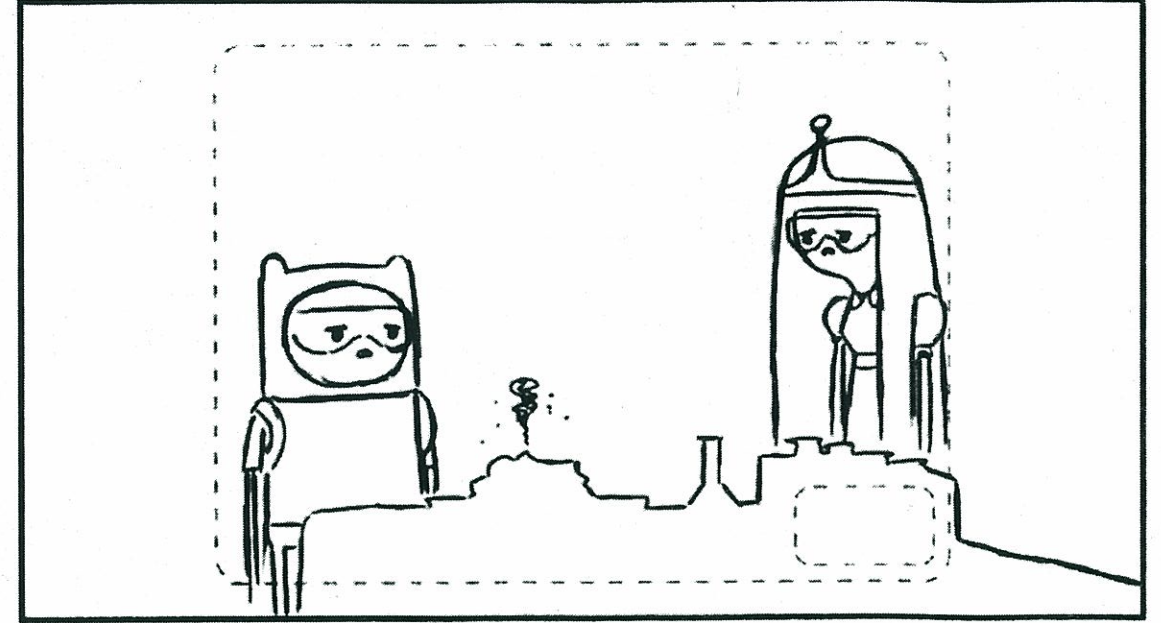


Page 24

Sc. 17 Pnl. B Bg. day night



Sc. 17 Pnl. C Bg. day night



Dialog:

PB & FINN : Ooooo!

FINN & PB : AWE -

Action:

Timing:

33

34

EPISODE # 692009

Production :



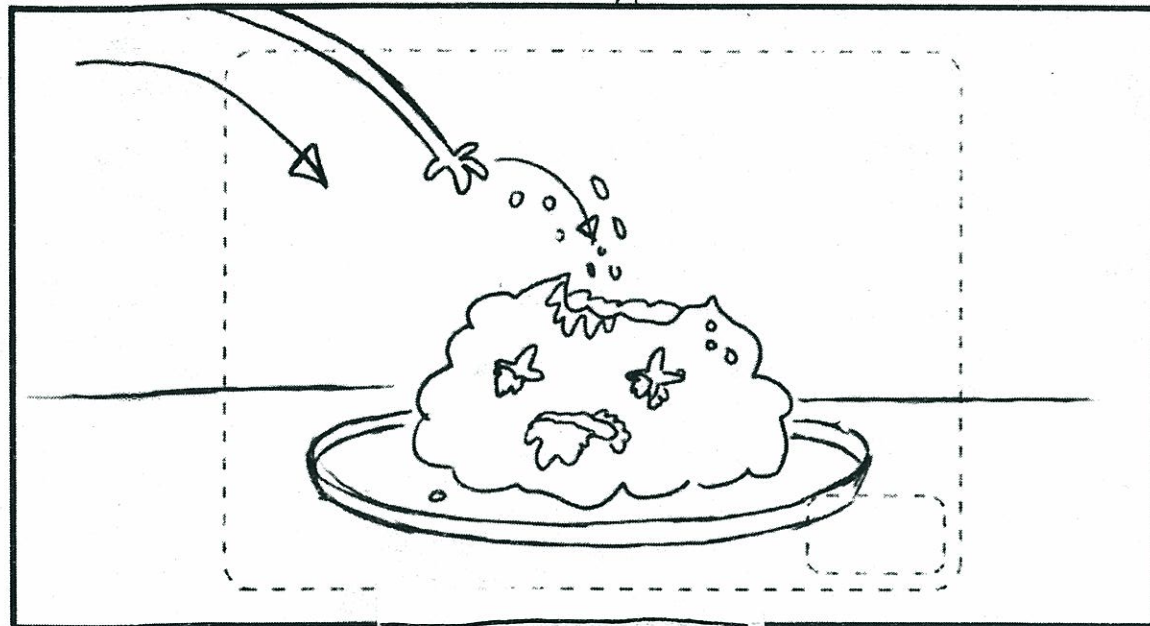
# ADVENTURE TIME



Page 25

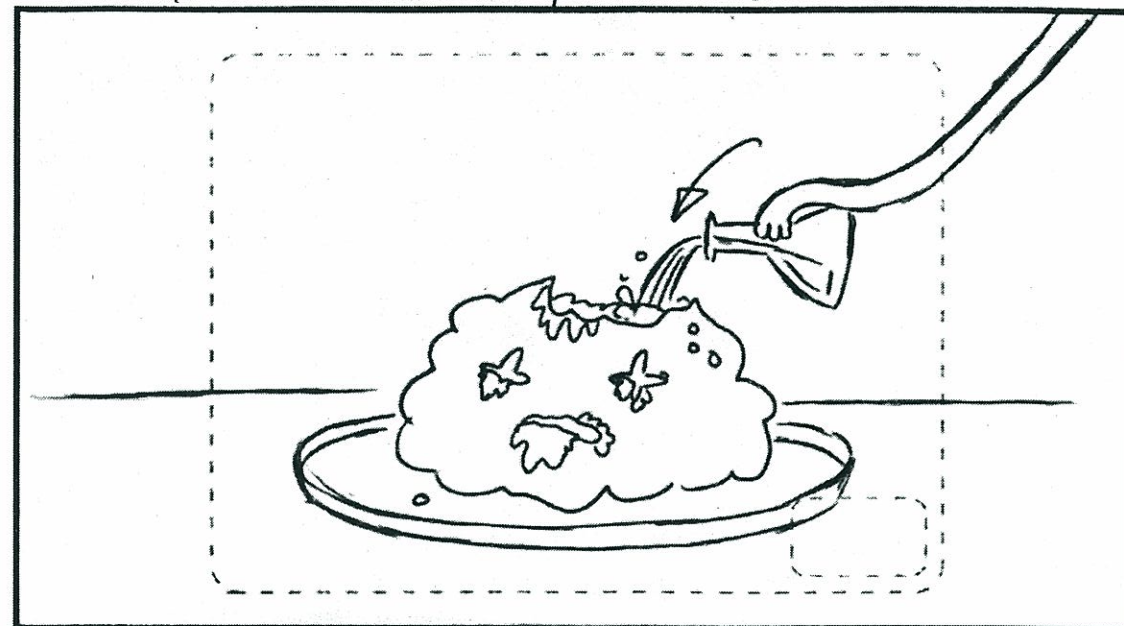
Sc. 18 Pnl. A Bg.

day night



Sc. 18 Pnl. B Bg.

day night



Dialog:

FINN: How 'bout 8 HYDROGEN  
SPRINKLES

PB: + 1/2 Beaker of SELENIUM

Action:

Timing:

35

36

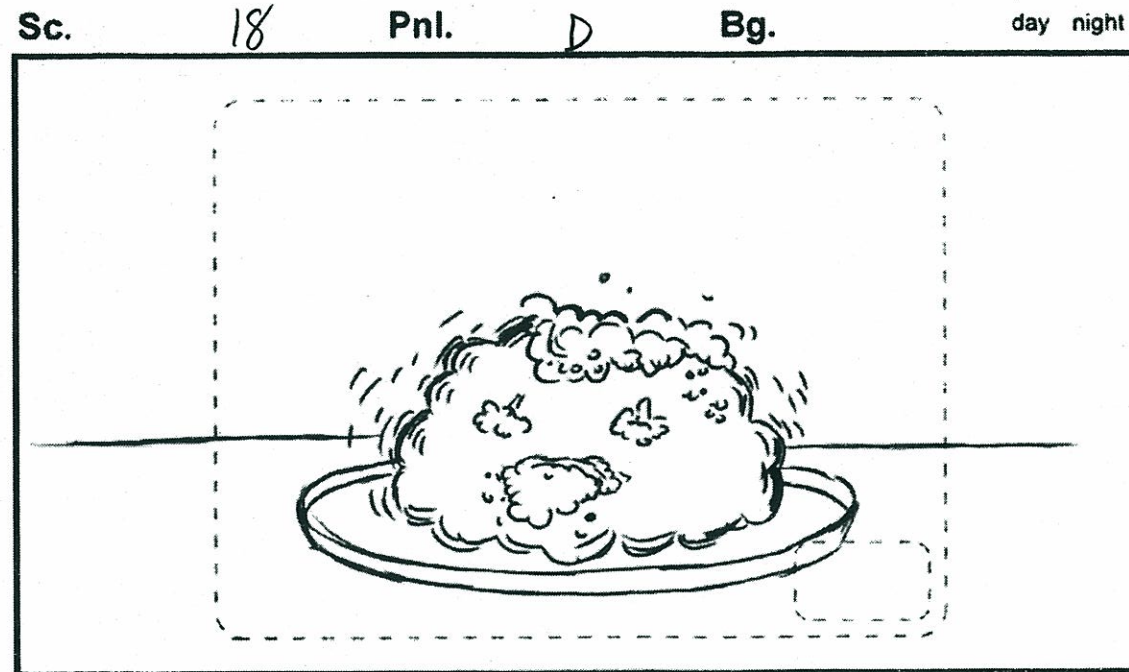
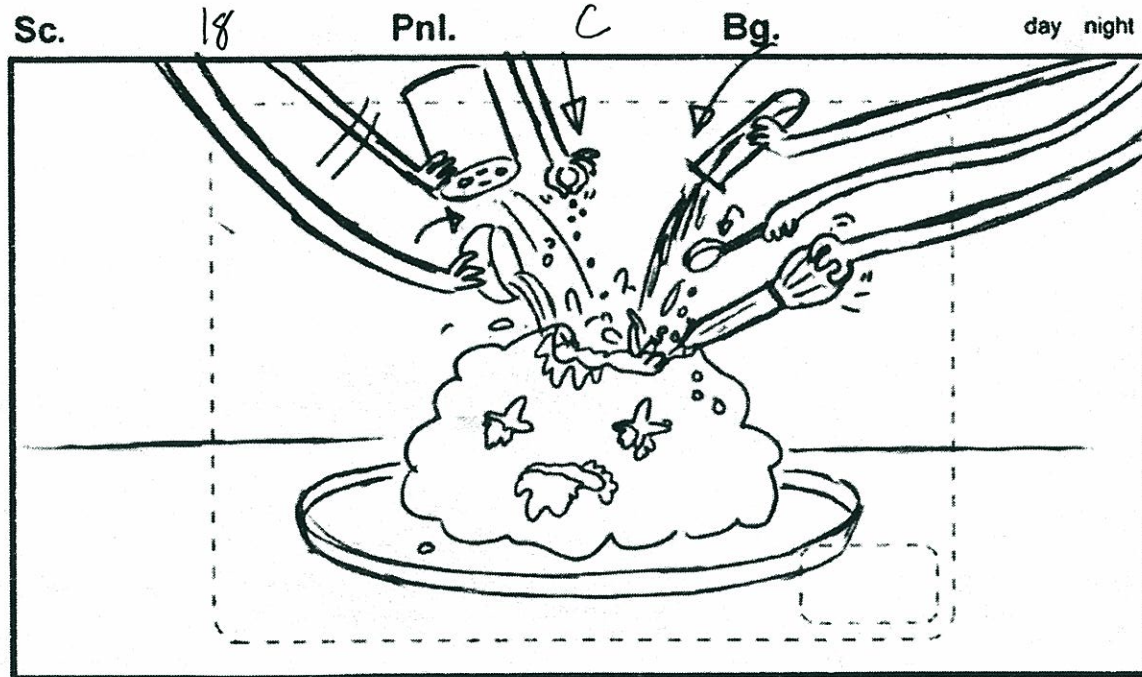
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 26



Dialog:

PB & FINN: † SOME OF THIS, † A  
LITTLE NUTMEG, † RED #5, †  
one CAN OF MAGNAPPLE.... And...

(SFX: LOW RUMBLE)

(F)<sup>(o.s.)</sup> Hey something's happening!

Action:

Timing:

37

38

EPISODE # 692009

Production :

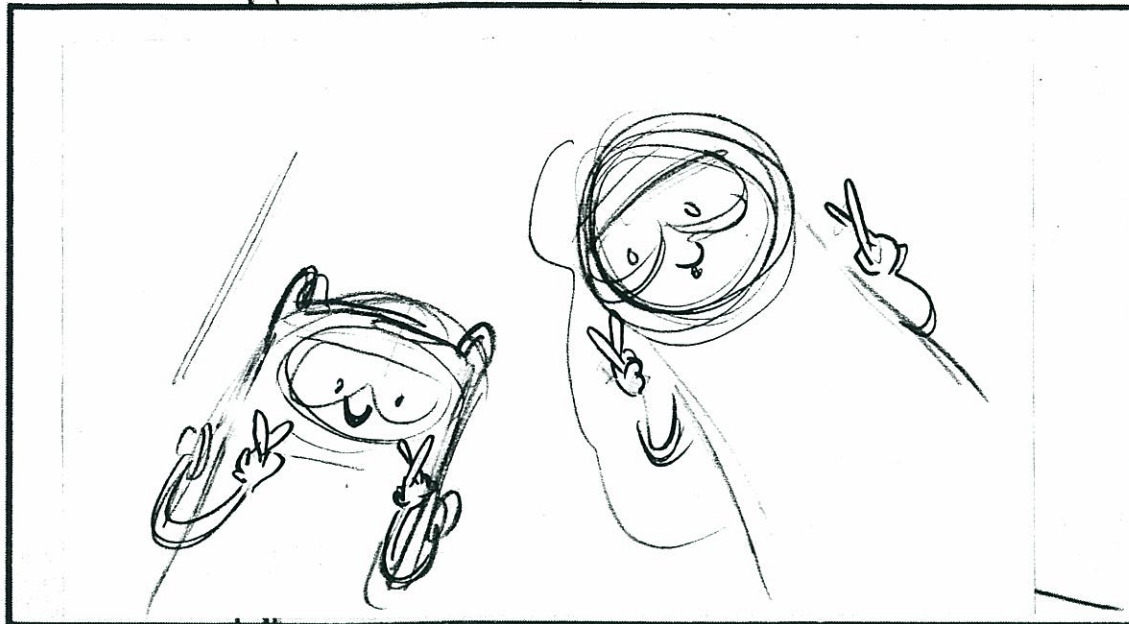


# ADVENTURE TIME

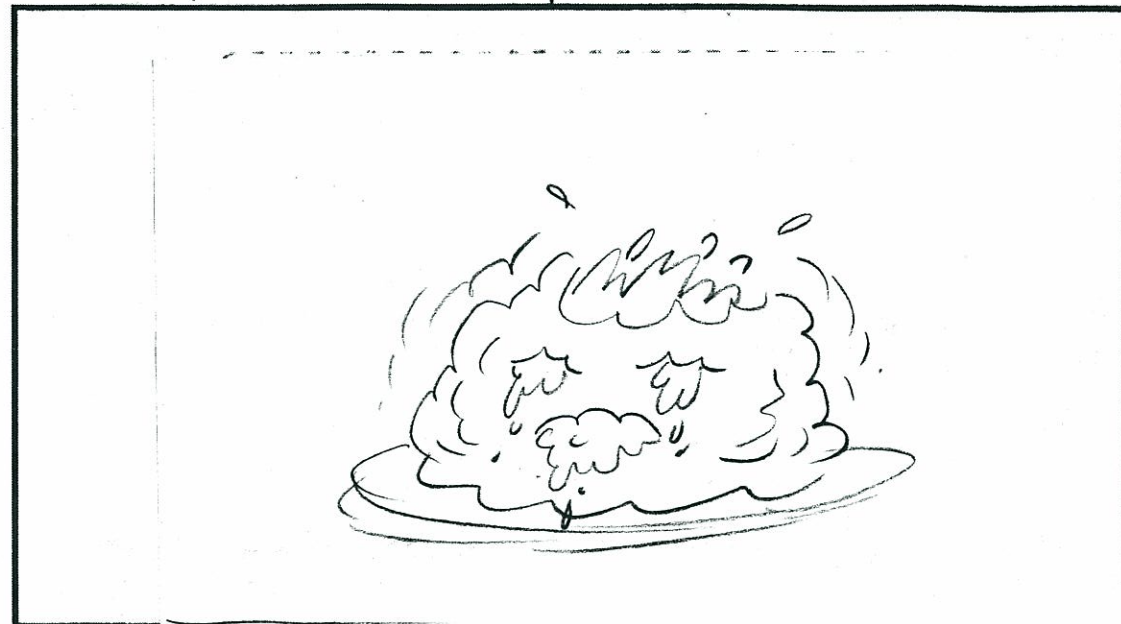


Page 27

Sc. 19 Pnl. A Bg. day night



Sc. 19 Pnl. B Bg. day night



Dialog:	<p><b>A.</b> F: C'MON, C'MON!</p> <p><b>B.</b> P.B.: WORK, WORK!</p>
Action:	
Timing:	

39

40

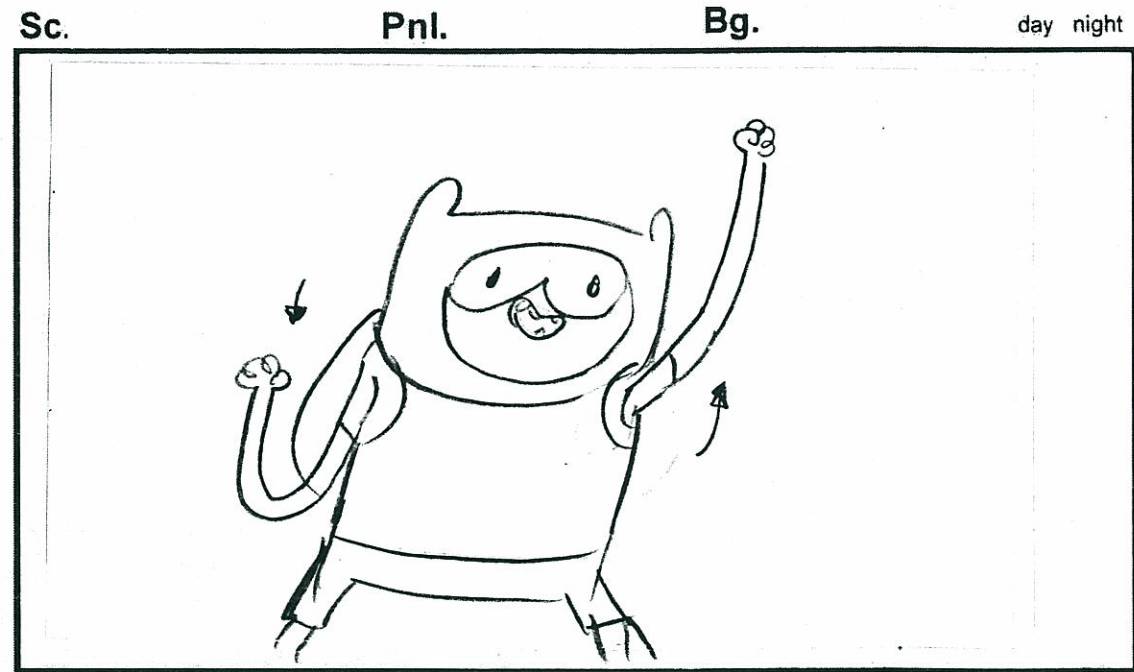
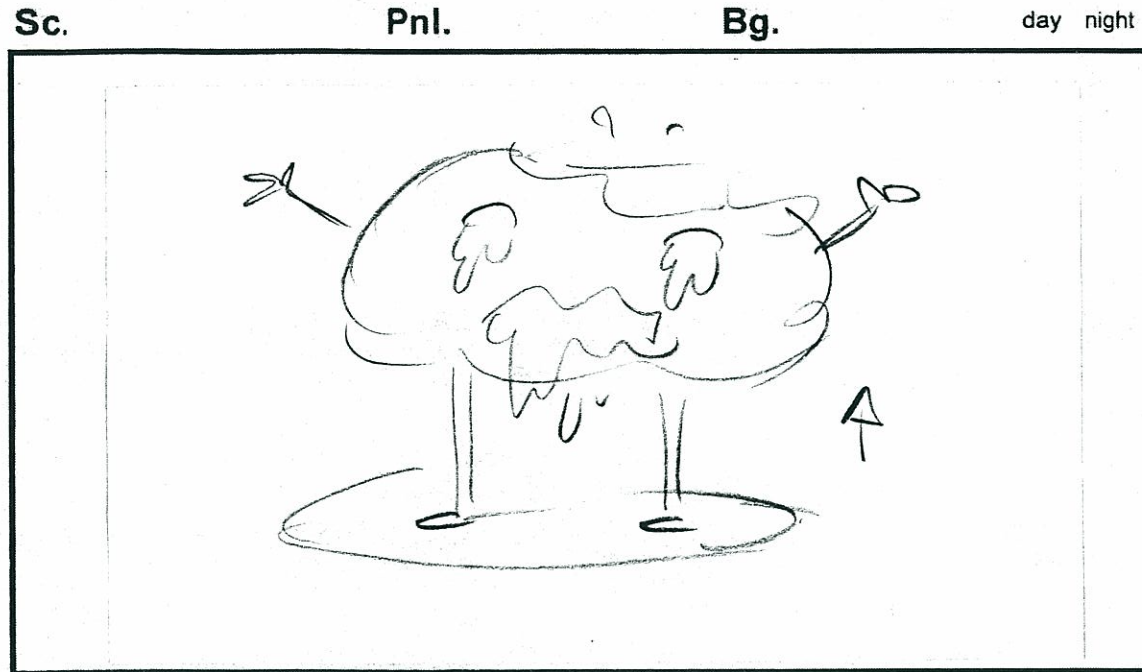
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 27A



Dialog:	MR. Cream puffs: SU...GAR...
Action:	
Timing:	

41

(F) ALGebraic!	

42

EPISODE # 692009

Production :

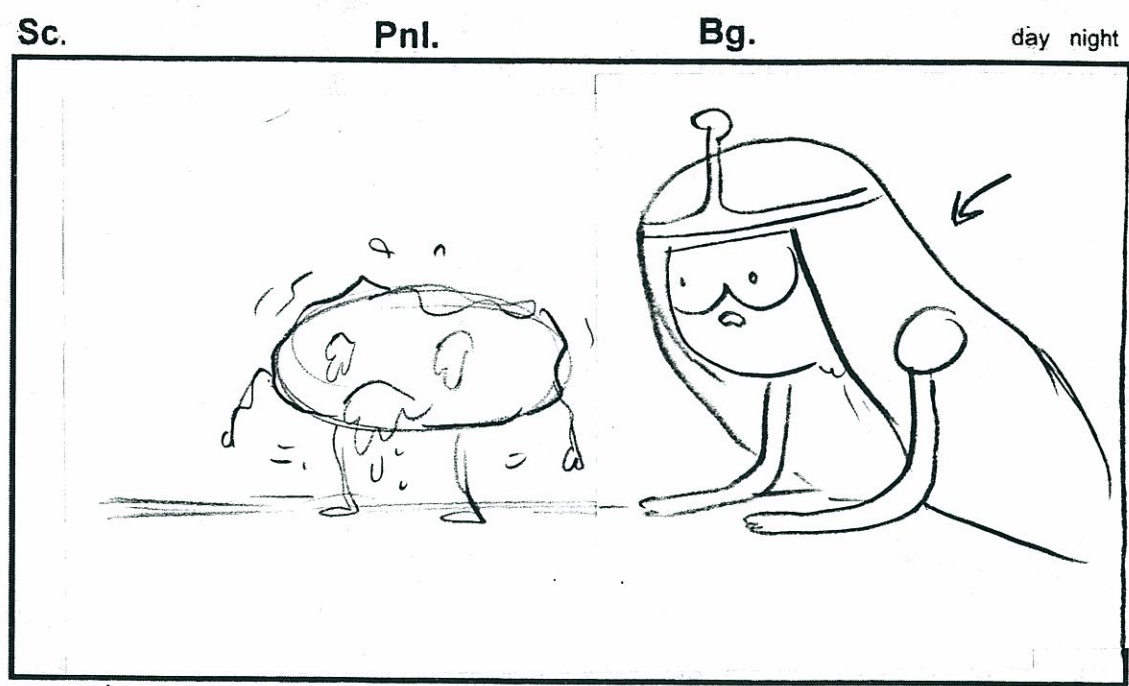
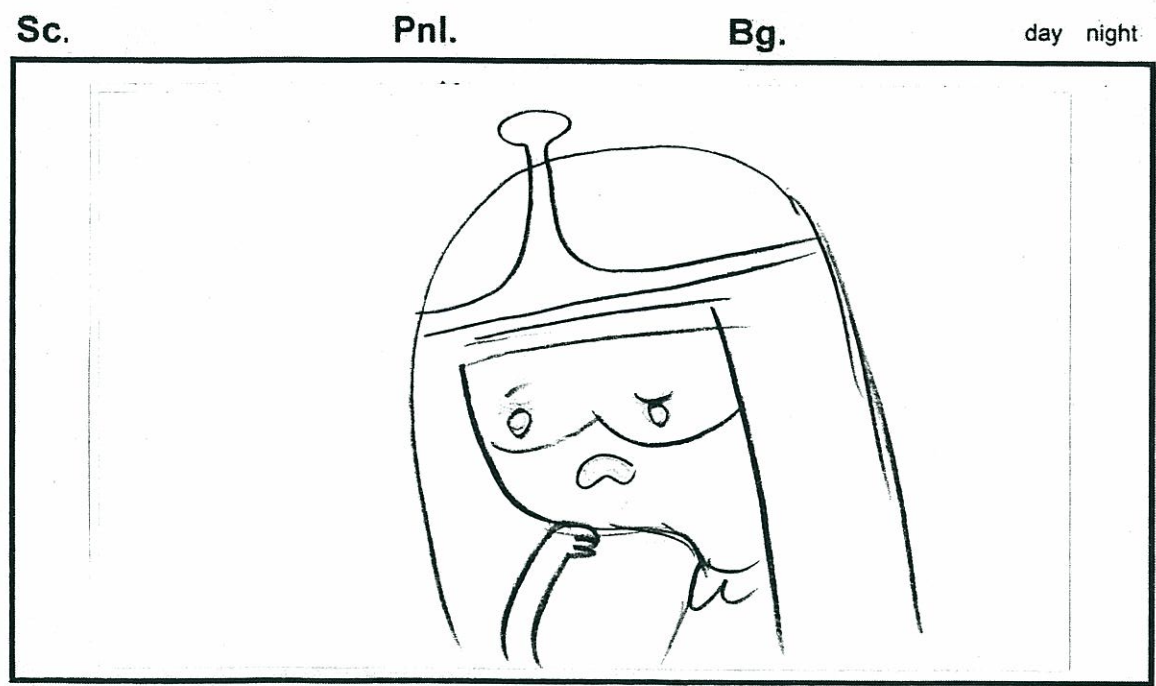


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# ADVENTURE TIME



Page 27B



Dialog:	PB: Wait... Something's wrong.	PB: MR. CREAMPUFF?
Action:		
Timing:		

43

44


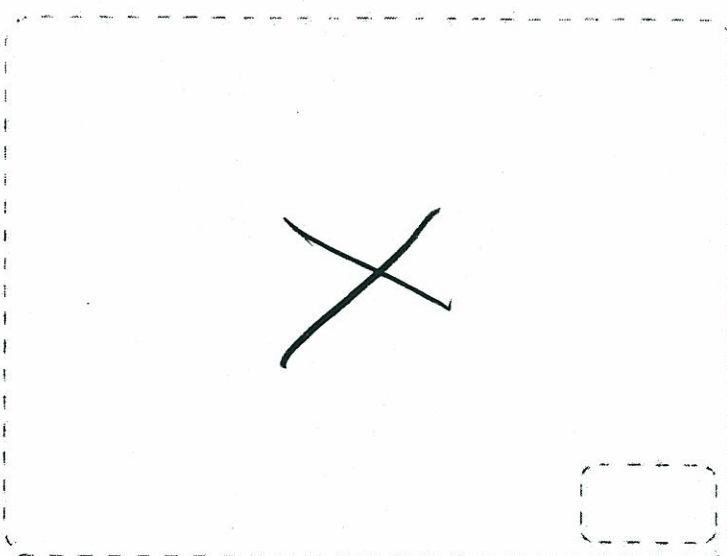
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# ADVENTURE TIME



Sc.	Pnl.	C.	Pnl.	Bg.	day	night
						

Dialog: <u>MR. CP:</u> SUGAR!! <BARF!>
Action:
Timing:  45

46

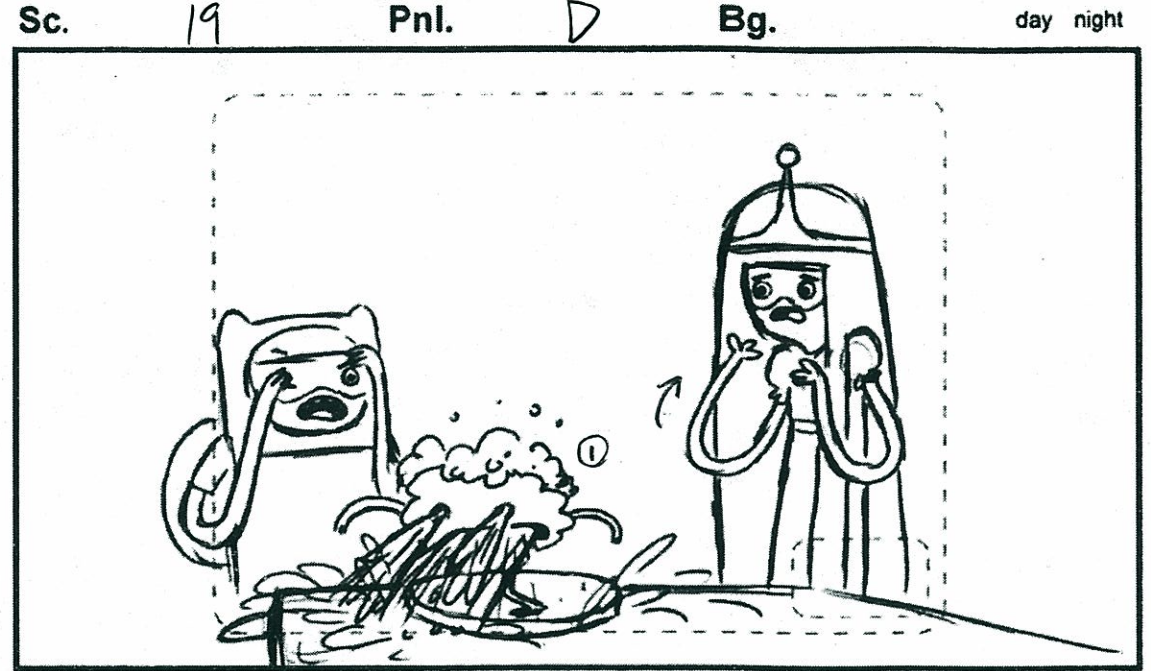
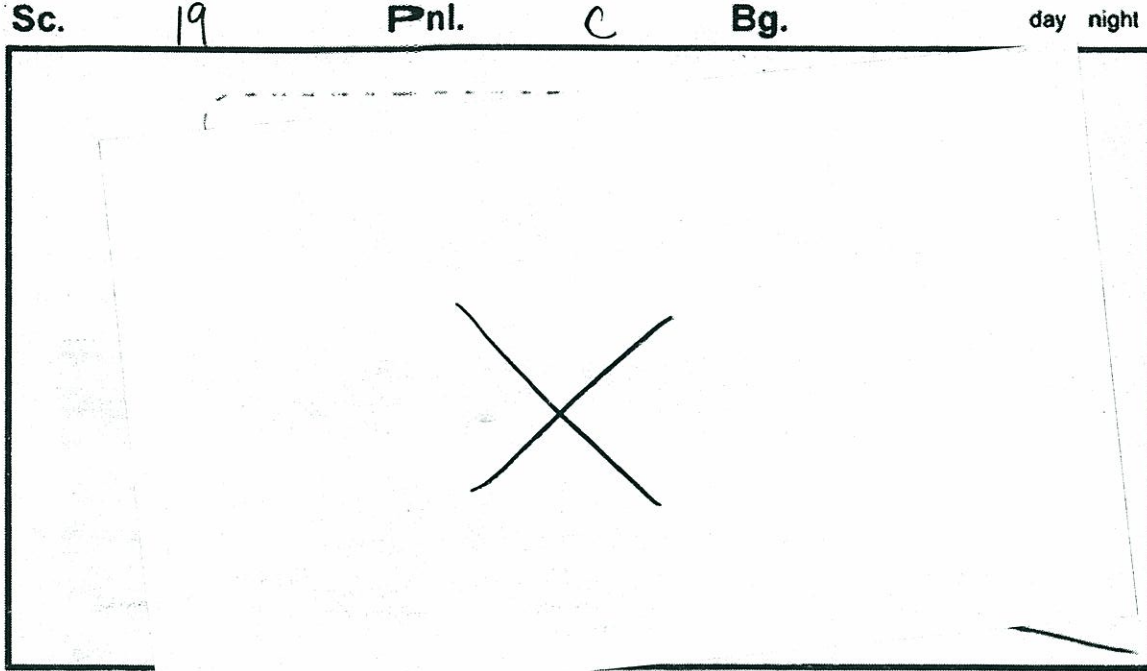
EPISODE # 692009  
Production :



# ADVENTURE TIME



Page 28  
day night



Dialog:

FINN & PB : GASP!

Action:

Timing:

47

Finn & PB : OHHH!



48

EPISODE # 692009

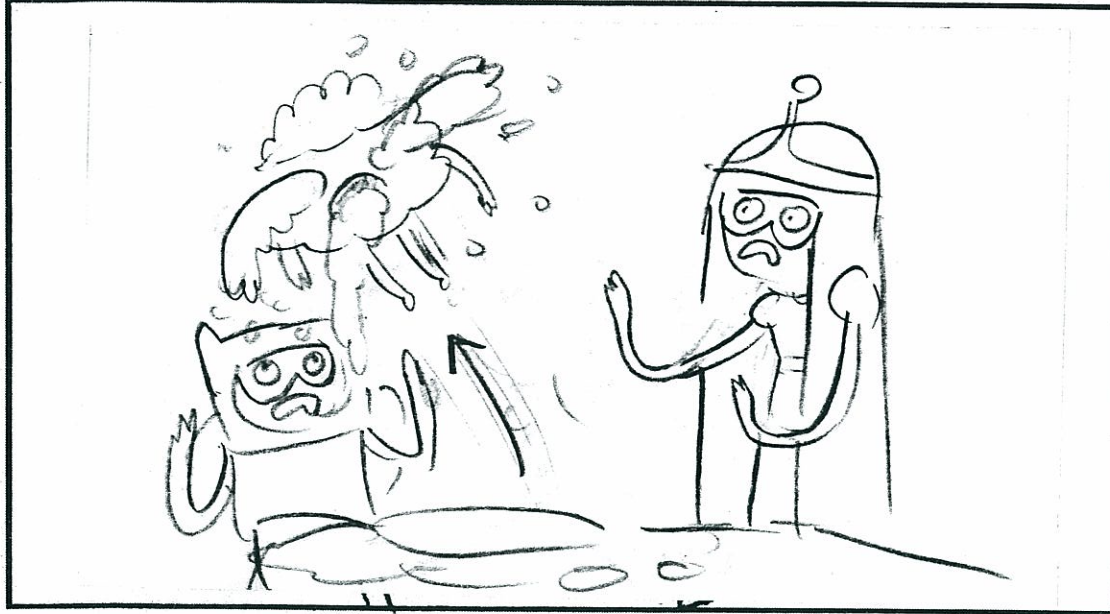
Production :

# ADVENTURE TIME

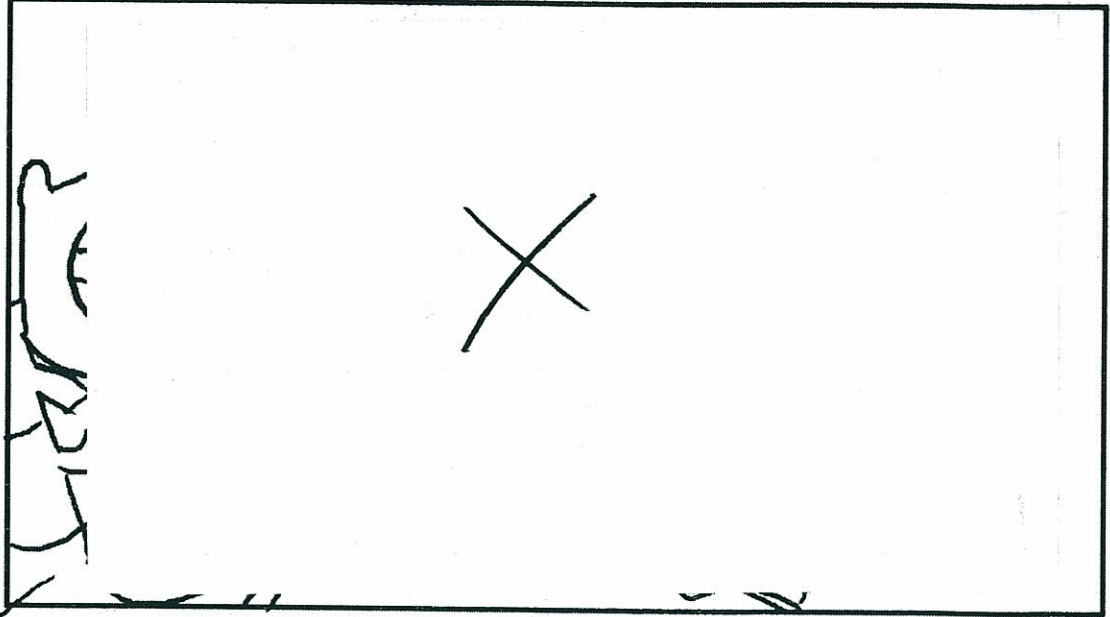


Page 28 A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: **A.** Finn: Ahh!

**B.** Old Mr. Creampuff: Sugarrrr!!!

A

T

49

50

EPISODE # 692009

Production :

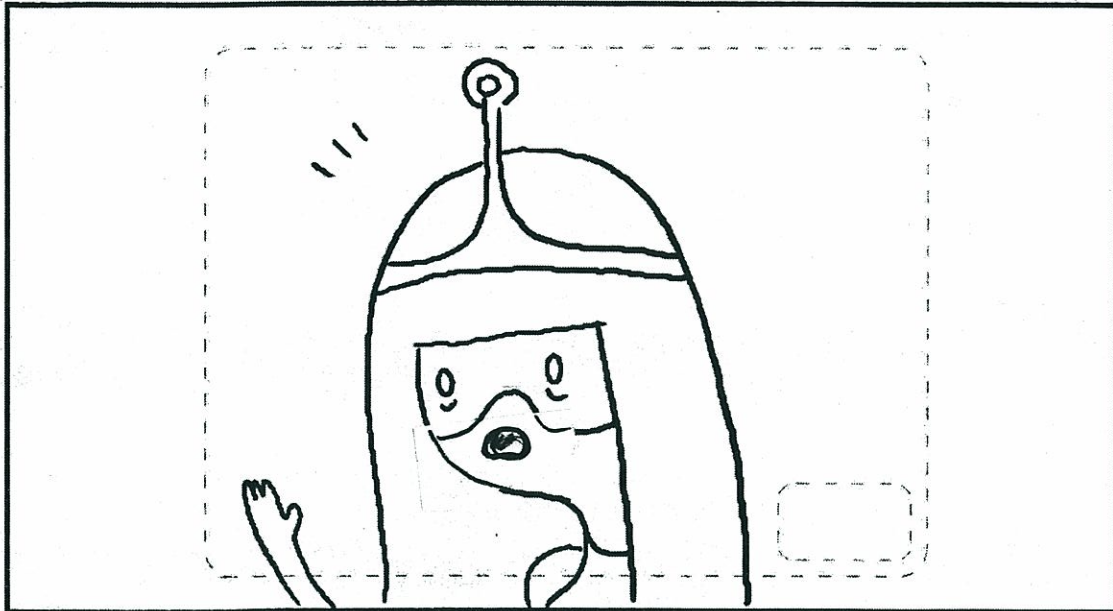


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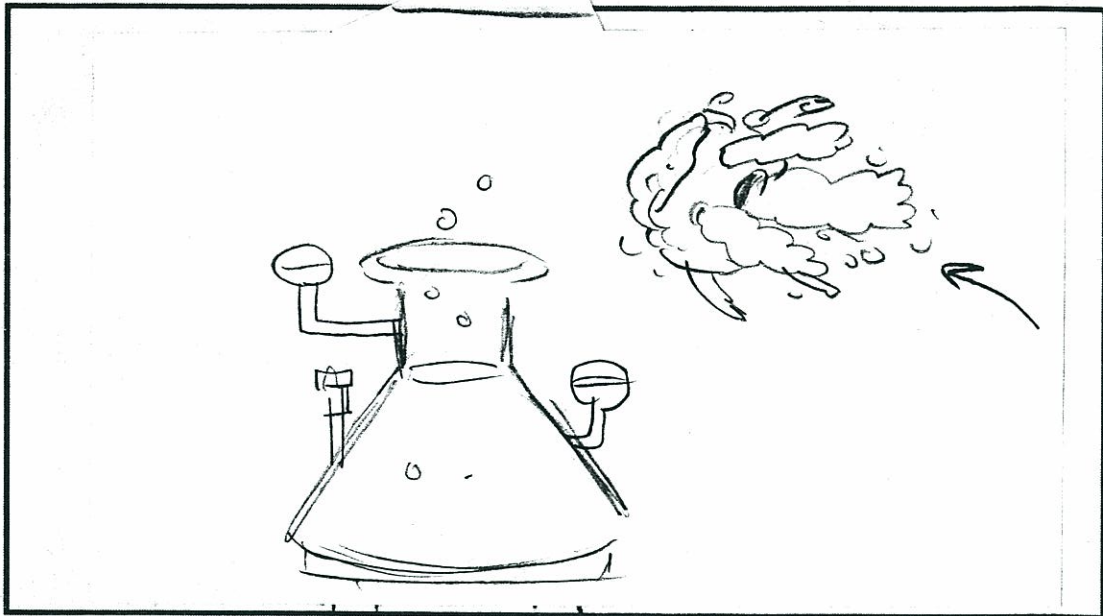


Page 28B

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

PB: Oh no!

CREAMPUFF: <JUMP!> BARF!

Action:

Timing:

51

52

EPISODE # 692009

Production :

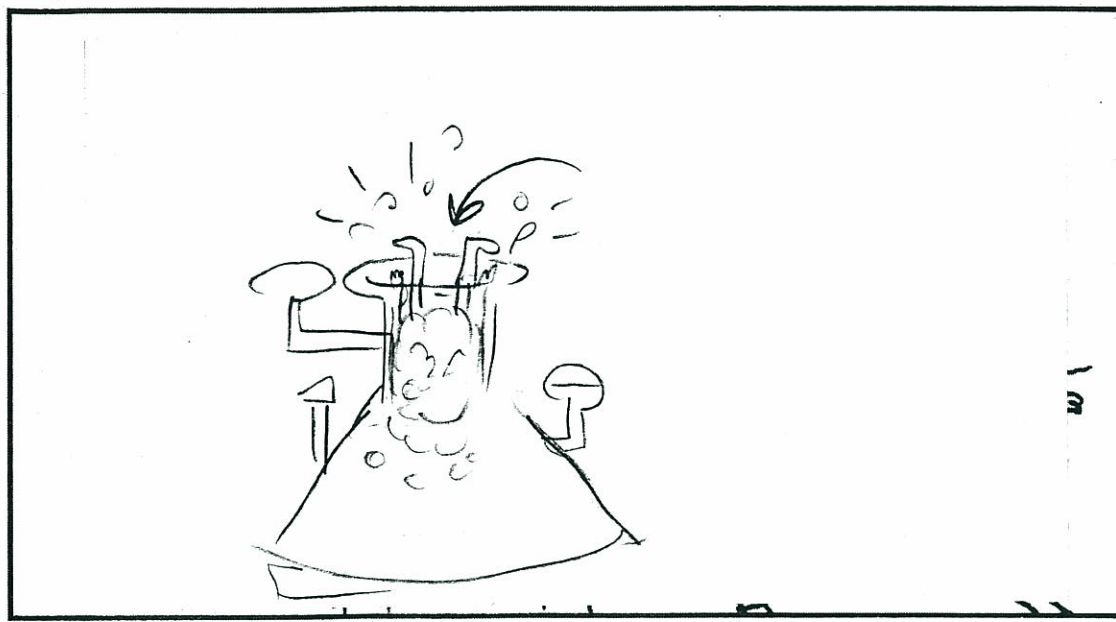
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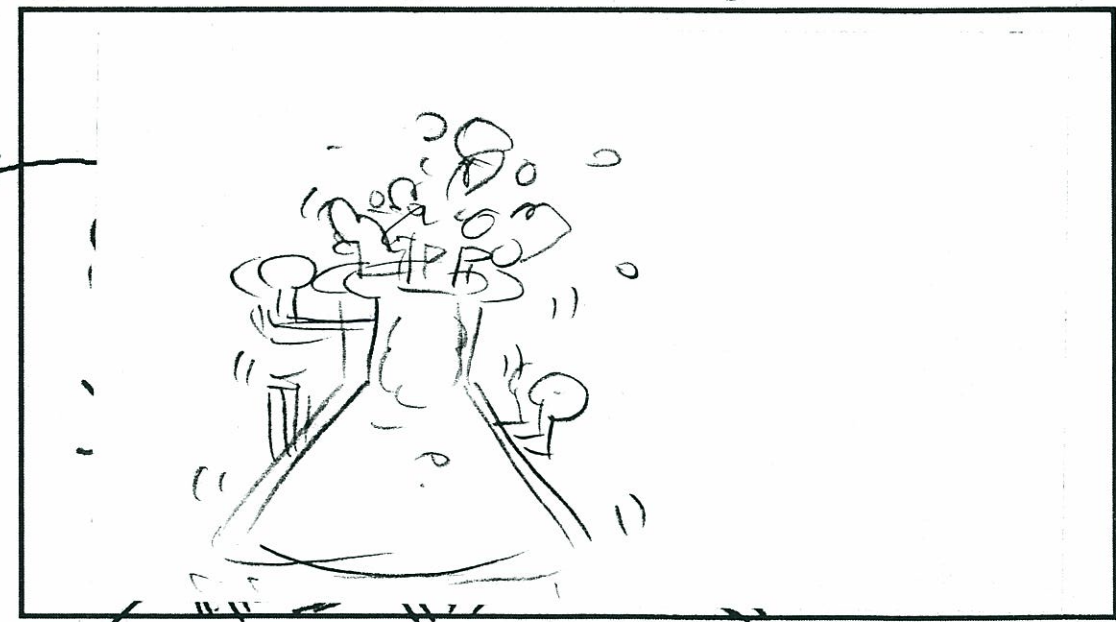


Page 28c

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	Shoomp CREAM PUFF: <WIGGLE>	
Action:		
Timing:		
	53	54

EPISODE # 692009

Production :

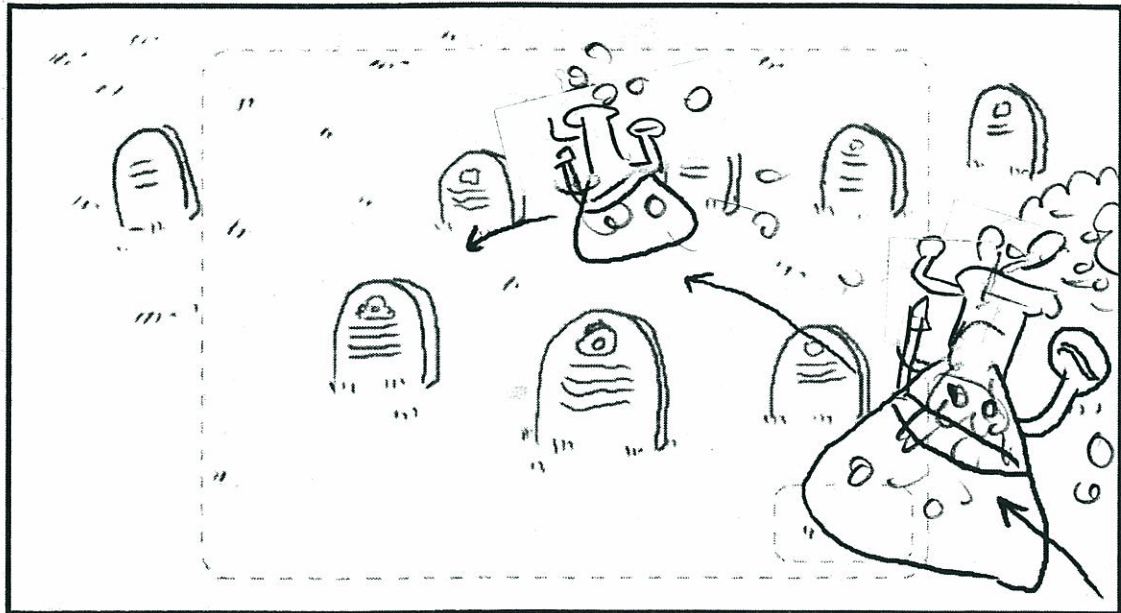


# ADVENTURE TIME



Page 29

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Beaker enters shot.

Beaker explodes chemical over graves.

Timing:

55

56

EPISODE # 692009

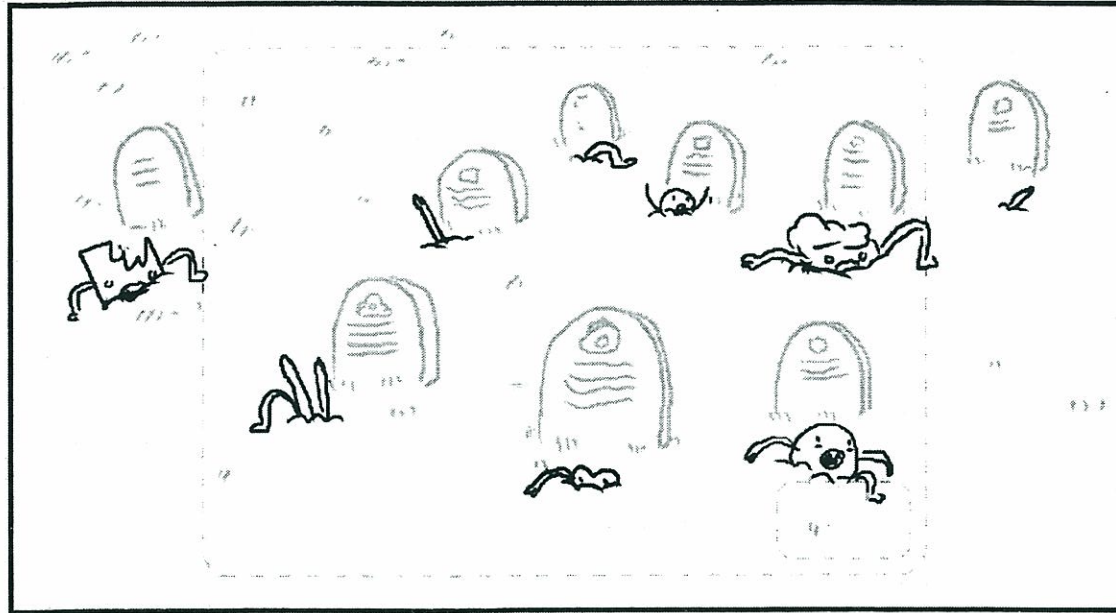
Production :

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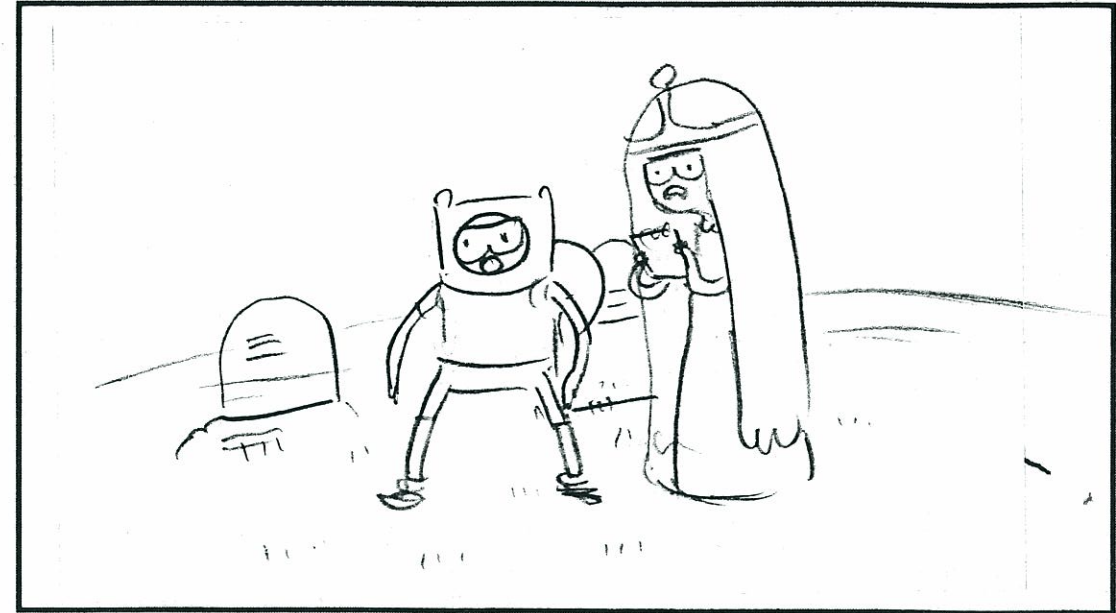
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:  
**A.F:** (O.S.) Hey look! The decorpsinator serum is working!  
**Alt:** I thought they wouldn't be filled with worms!

Action:  
**B.ZOMBIE:** RAAAAA!

**PB:** NO,  
This is  
WRONG.  
They're not coming back to  
life... they're  
still dead!

Timing:

**57**

**58**

EPISODE # **69209**

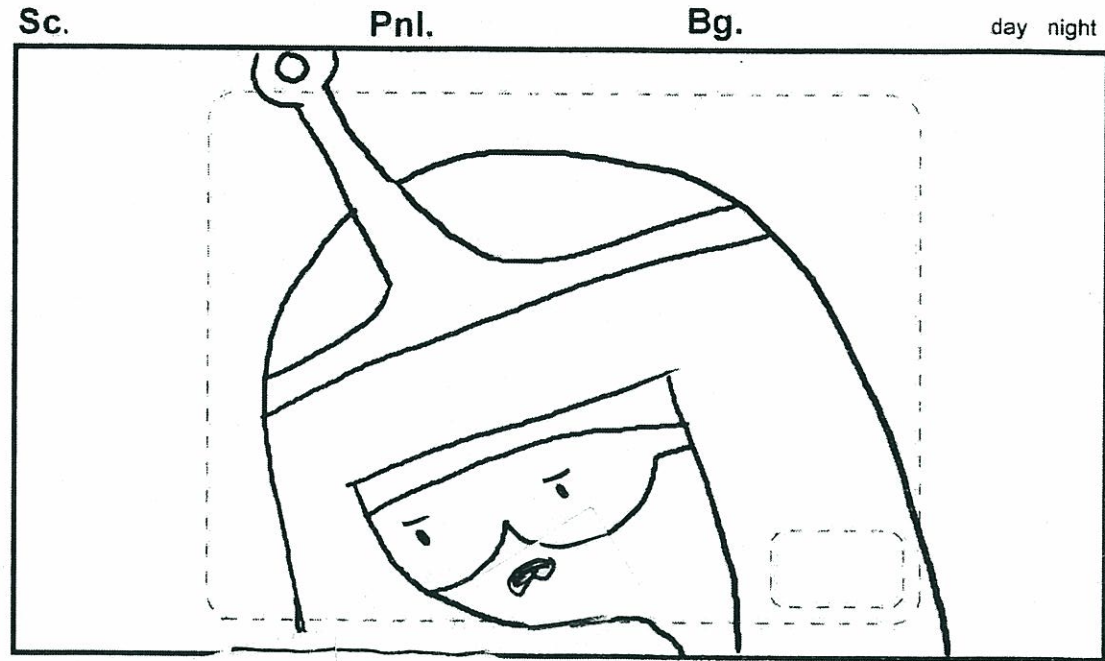
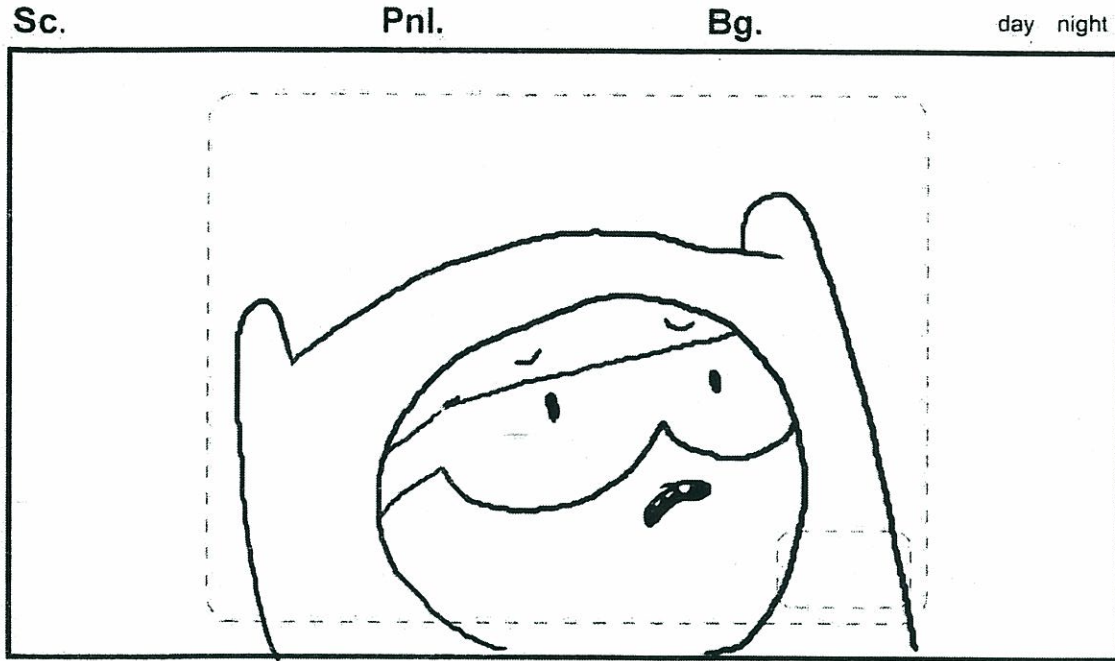
Production :



# ADVENTURE TIME



Page 31



Dialog:

(PB):

my decorp sanator syrum  
is incomplete.

Action:

Timing:

59

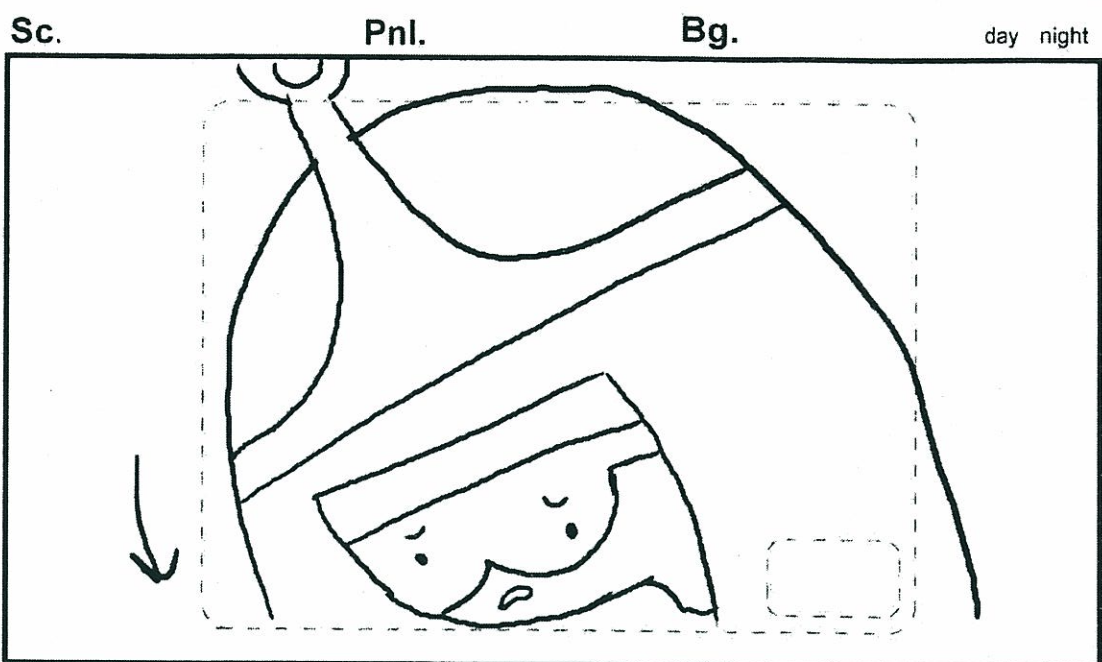
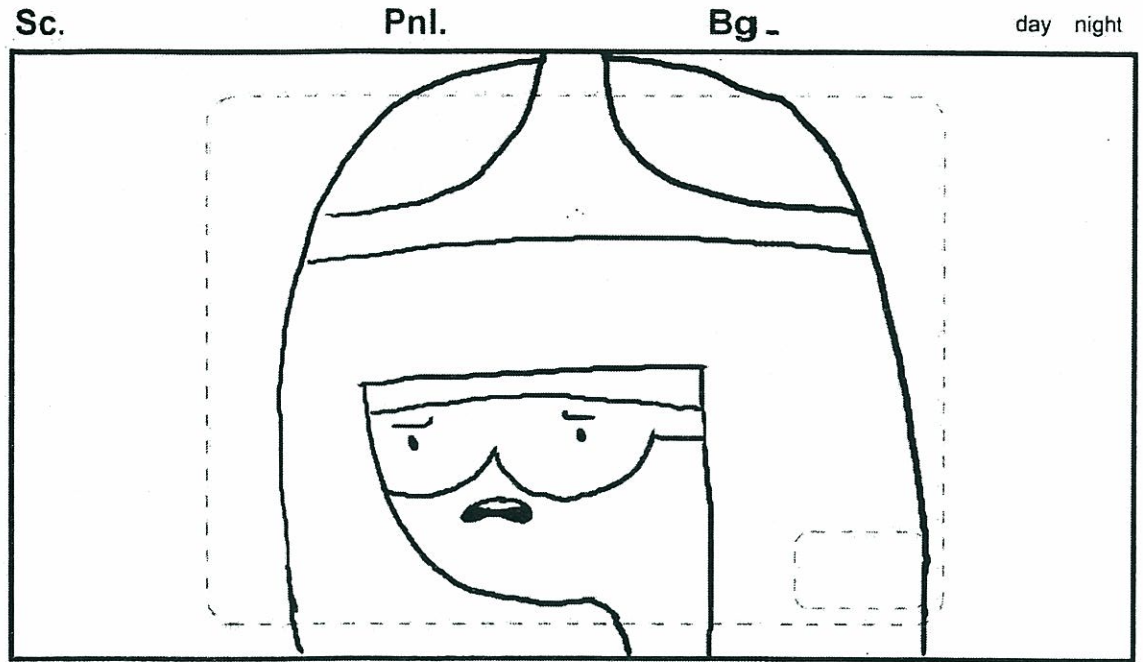
60

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# ADVENTURE TIME



Dialog: PB: I'm missing one final element in the equation...  
(OS.): SUGARRRR!!!  
(Combie Candy heart)

Action:

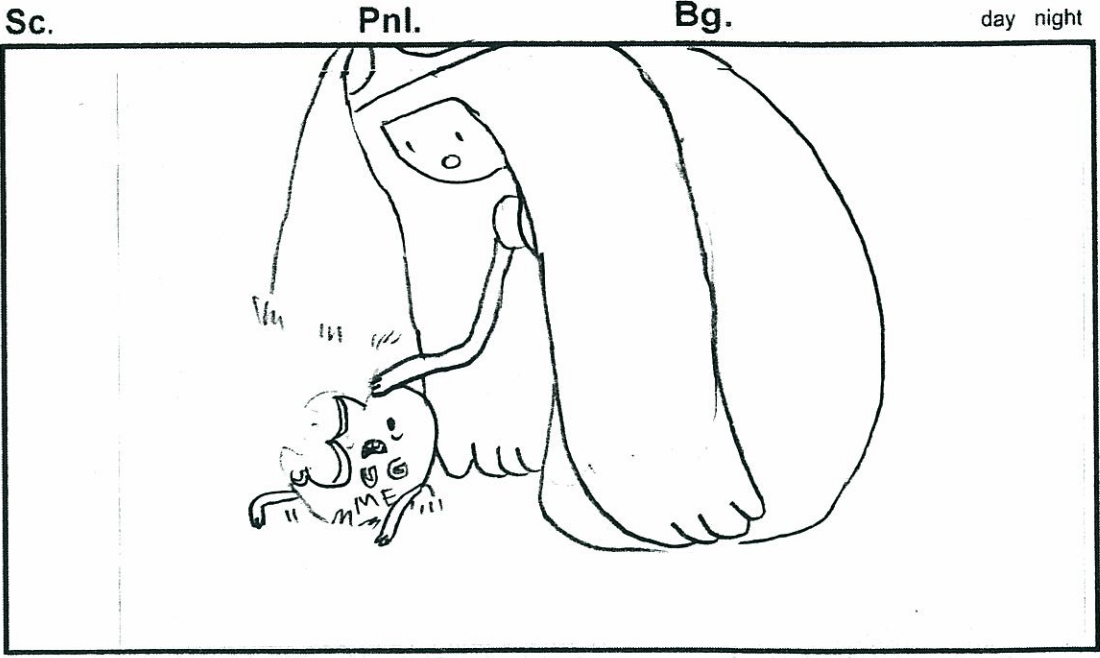
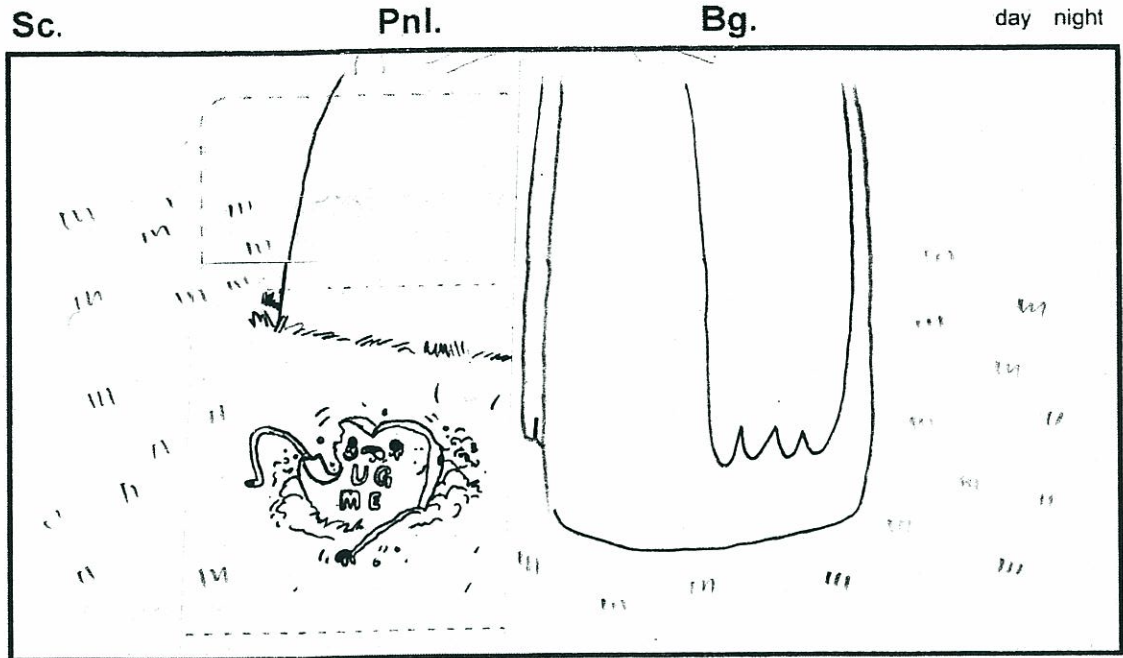
Timing:

61 62

EPISODE # 692009  
Production :



ADVENTURE TIME



Dialog:

PB: Don't worry candy... I'll finish my serum and fix you.

Action:

Timing:

63

64

EPISODE # 692009

Production :



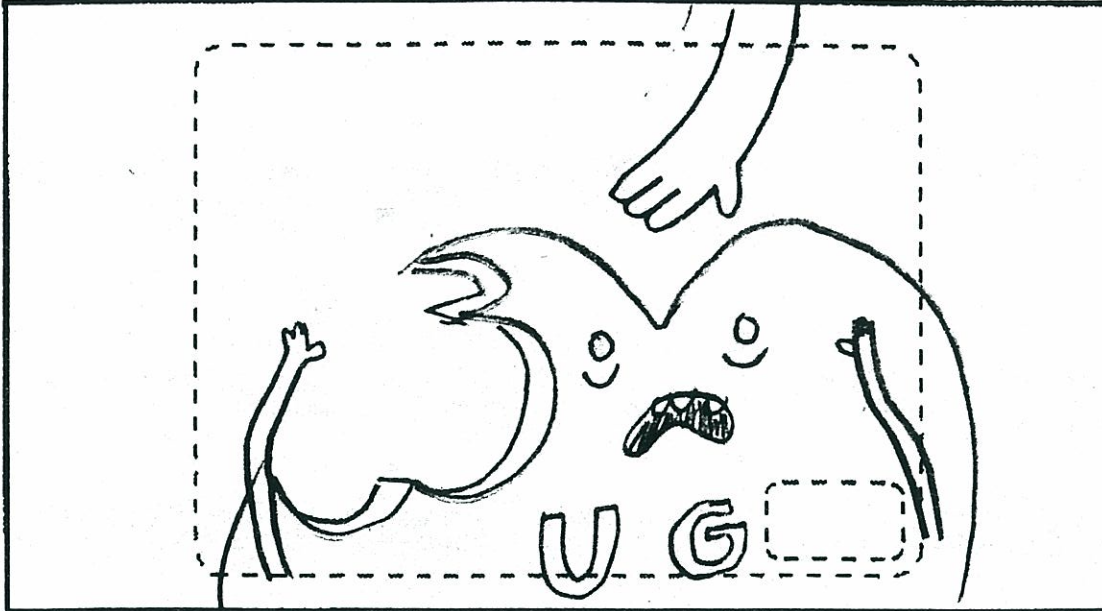
Page 34

Sc.

Pnl.

By.

day night

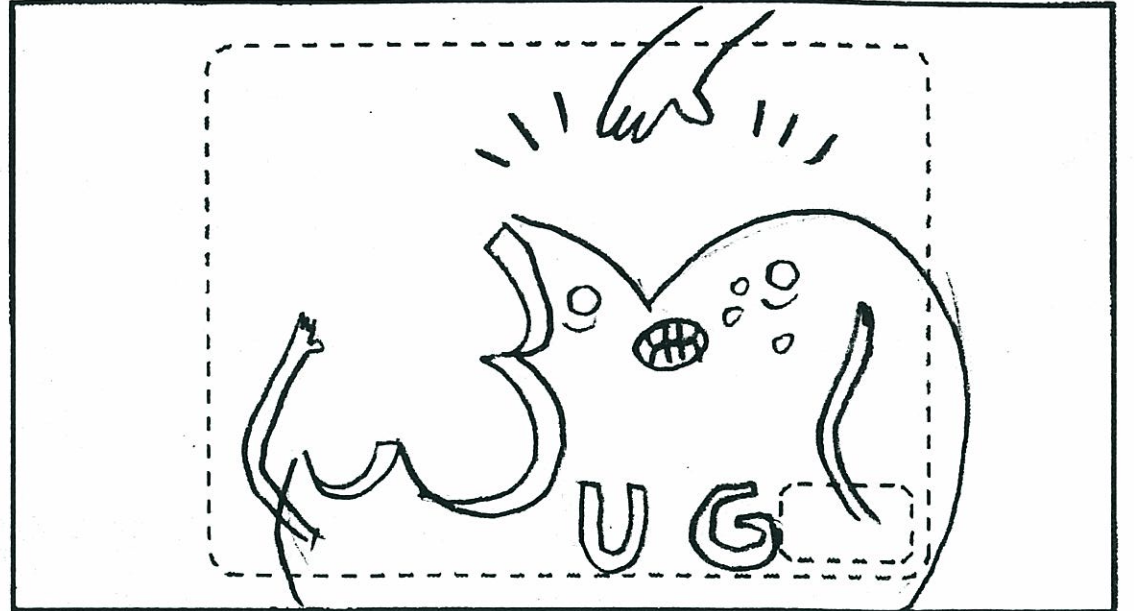


Sc.

Pnl.

Bg.

day night



Dialog:

Candy \*bite!\*  
heart!

Action:

Timing:

65

66

692009

EPISODE

Production

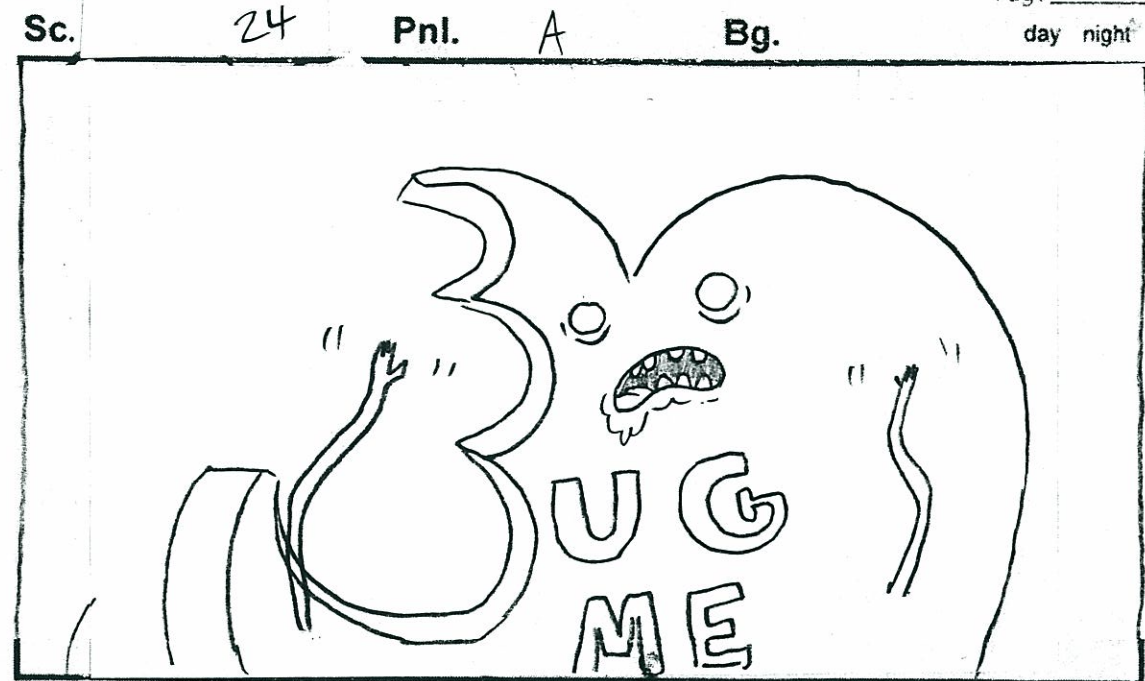
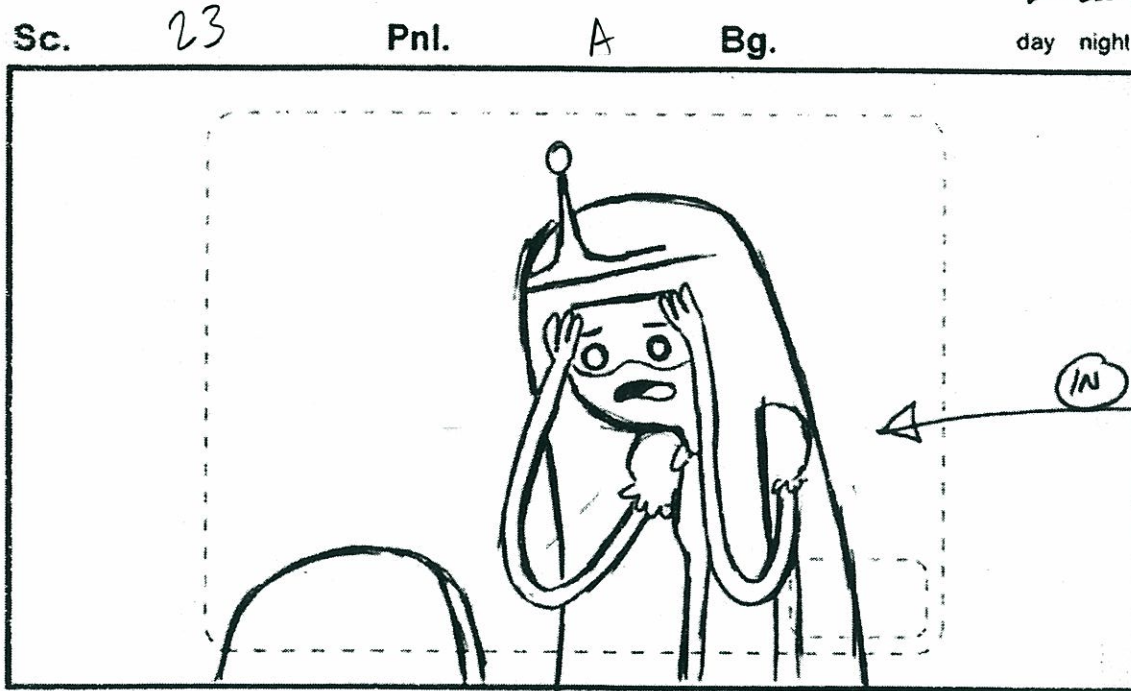


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# ADVENTURE TIME



Page 35  
day night



Dialog:

PB: I + tried to bite me!

Action:

Timing:

ZOMBIE  
CANDY  
HEART: MUST EAT SUGARRRR!!!

67

68

EPISODE # 692009

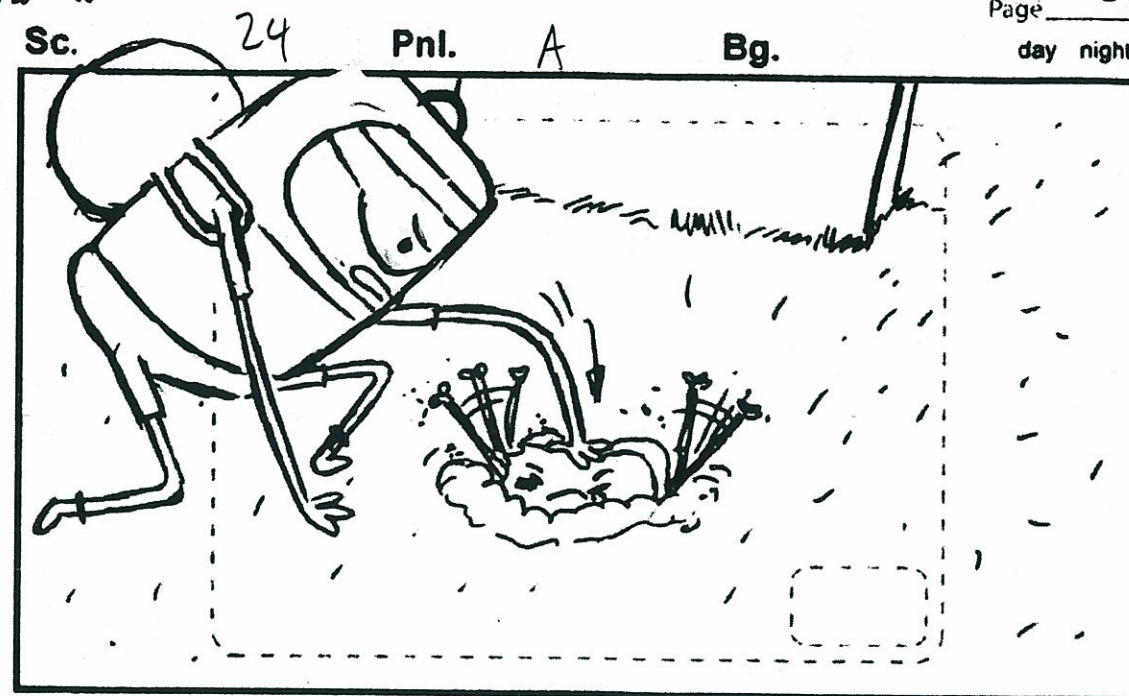
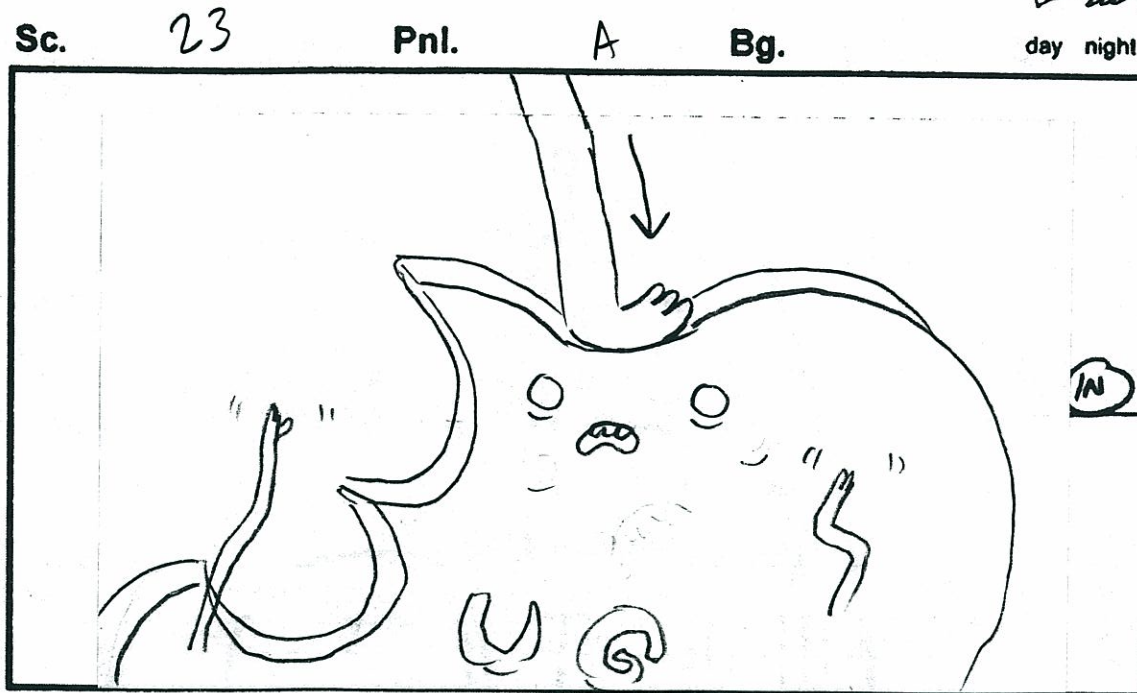
Production :

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# ADVENTURE TIME



Page 36  
day night



Dialog:

ZOMBIE  
CANDY  
HEART : UG!

Action:

Finn's arm enters, pushes heart down.

Timing:

FINN: GET BACK IN THERE ....

69

70

EPISODE # 692009

Production :

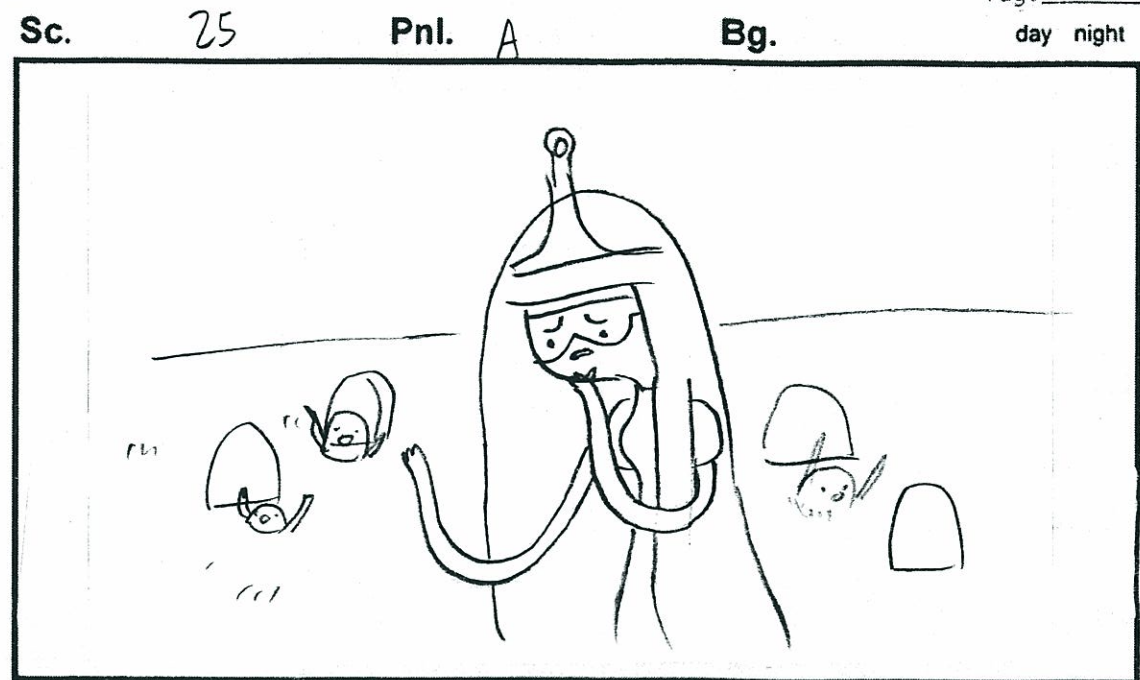
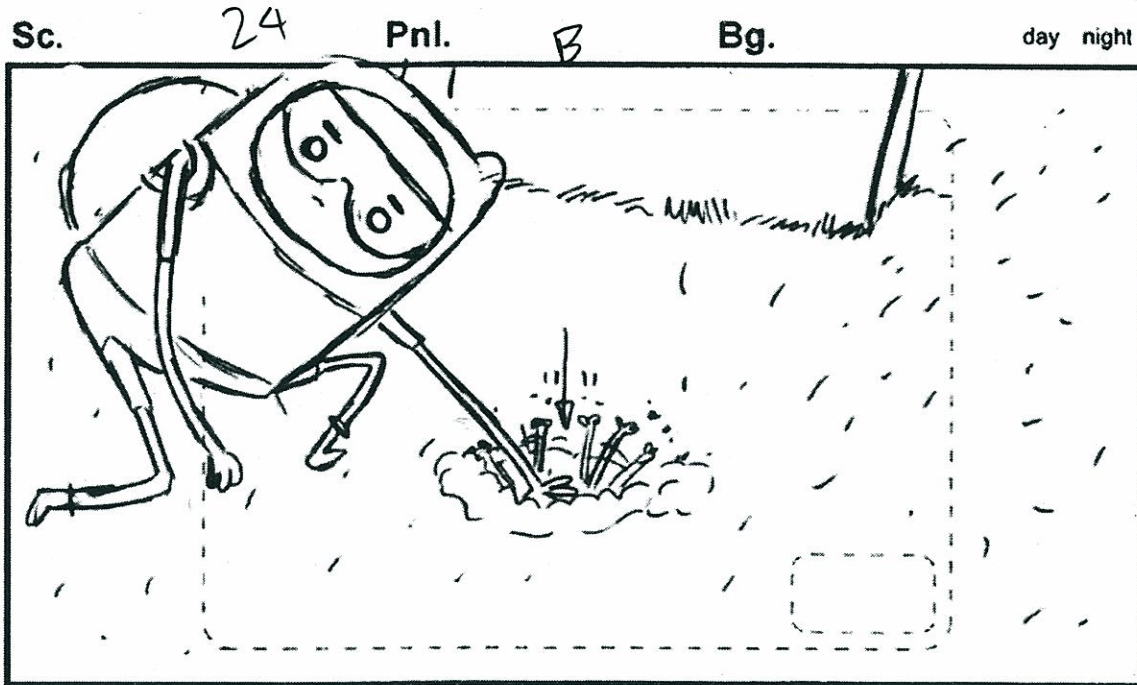


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# ADVENTURE TIME



Page 37  
day night



Dialog:

P B (o.s): This is really bad...  
They're going to be attracted to  
the Candy Kingdom!

Action:

Timing:

71

(P B) We have to go.

72

EPISODE # 692009

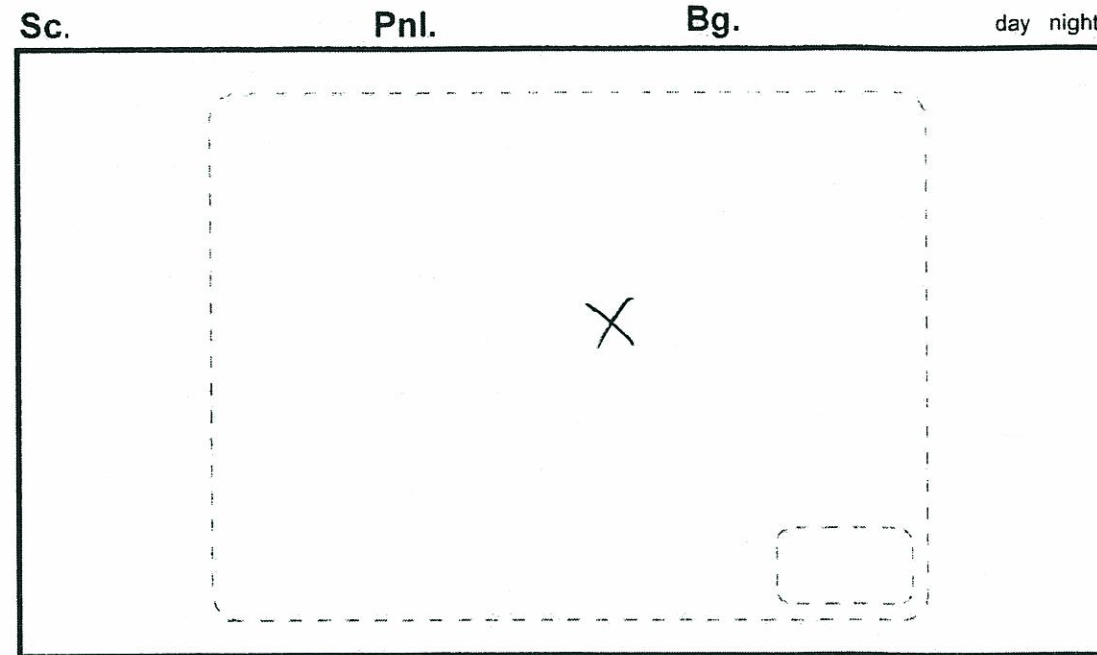
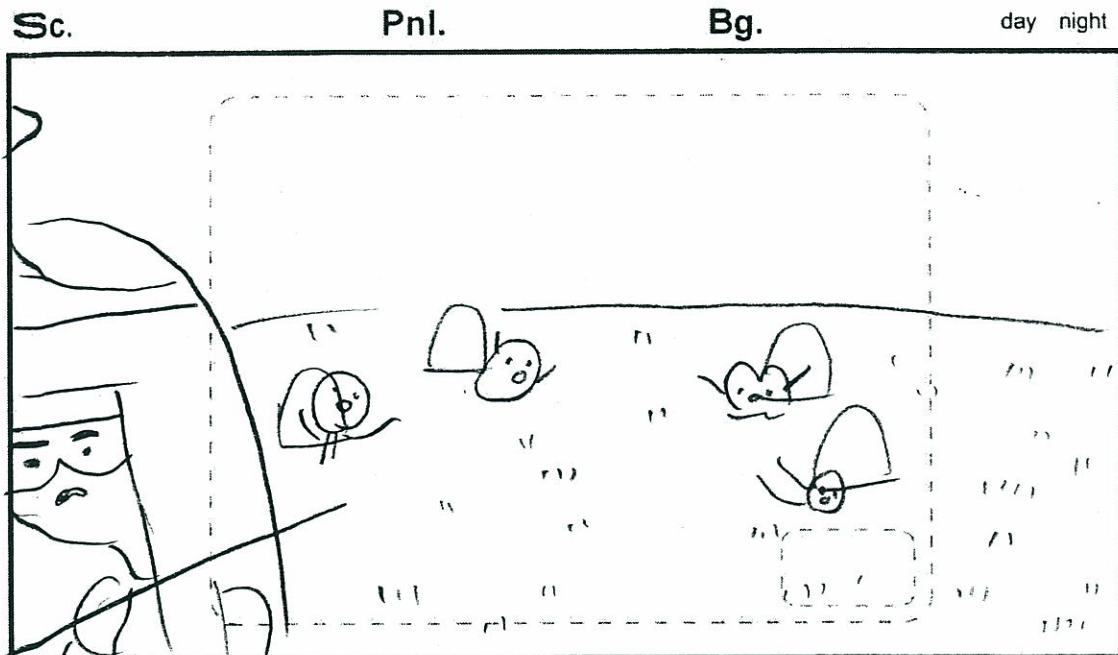
Production :

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# ADVENTURE TIME



Page 38 (NEXT PAGE 40)



Dialog:

Action:

Timing:

73

74

EPISODE # 692009

Production :



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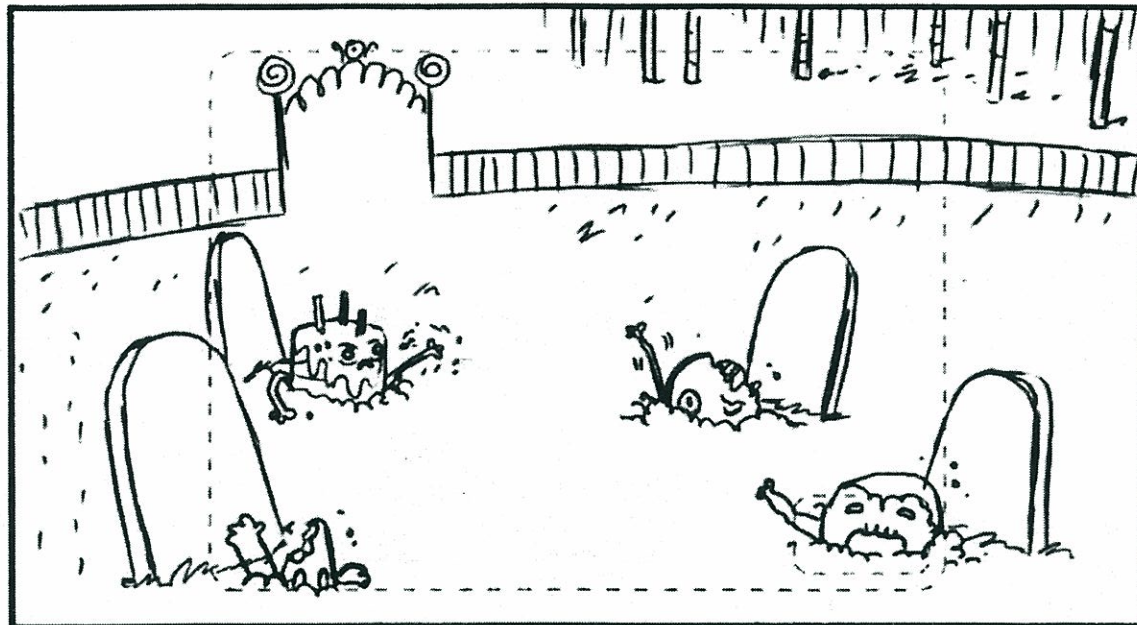
# ADVENTURE TIME



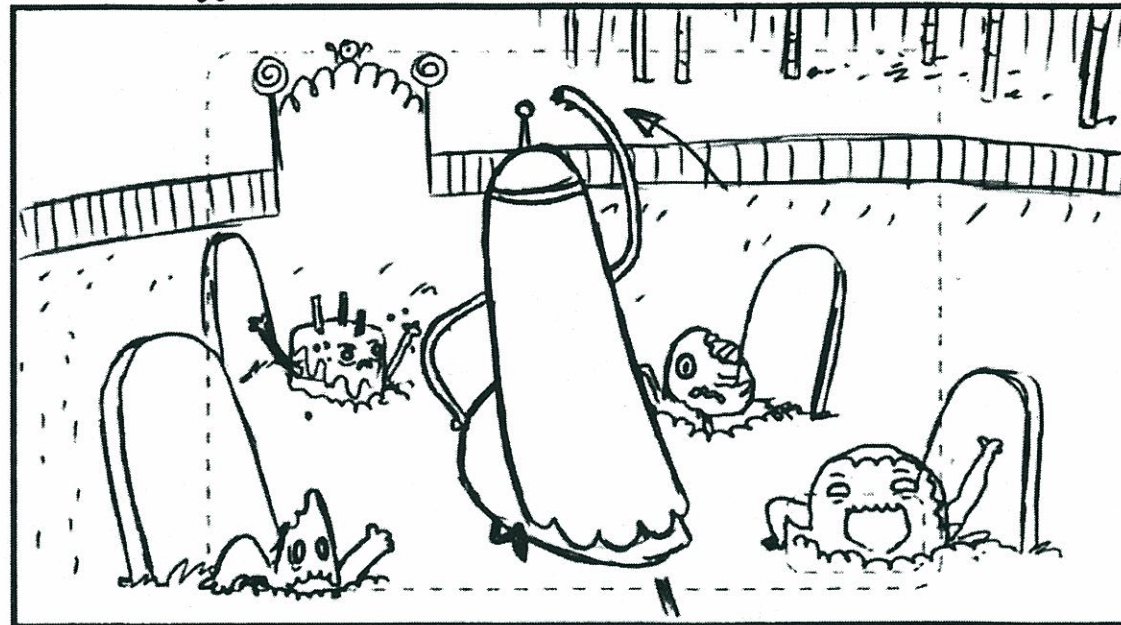
(NO PG. 39)

Page 40

Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night



Dialog:

PO: QUICKLY! TO THE KINGDOM!

Action:

Timing:

75

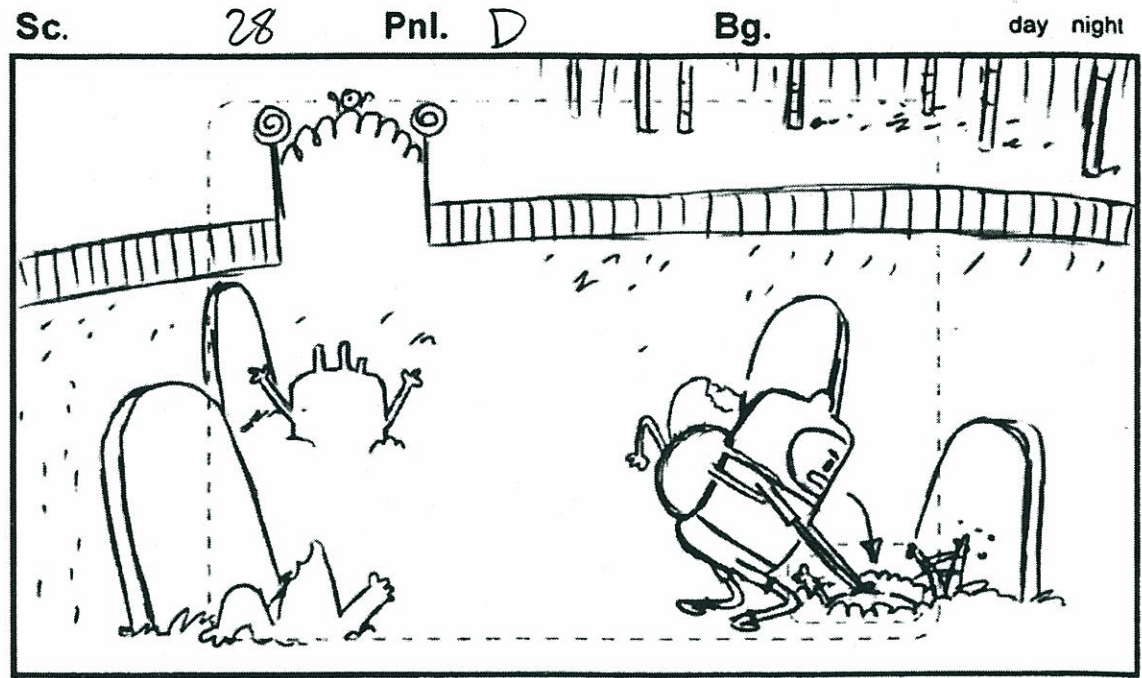
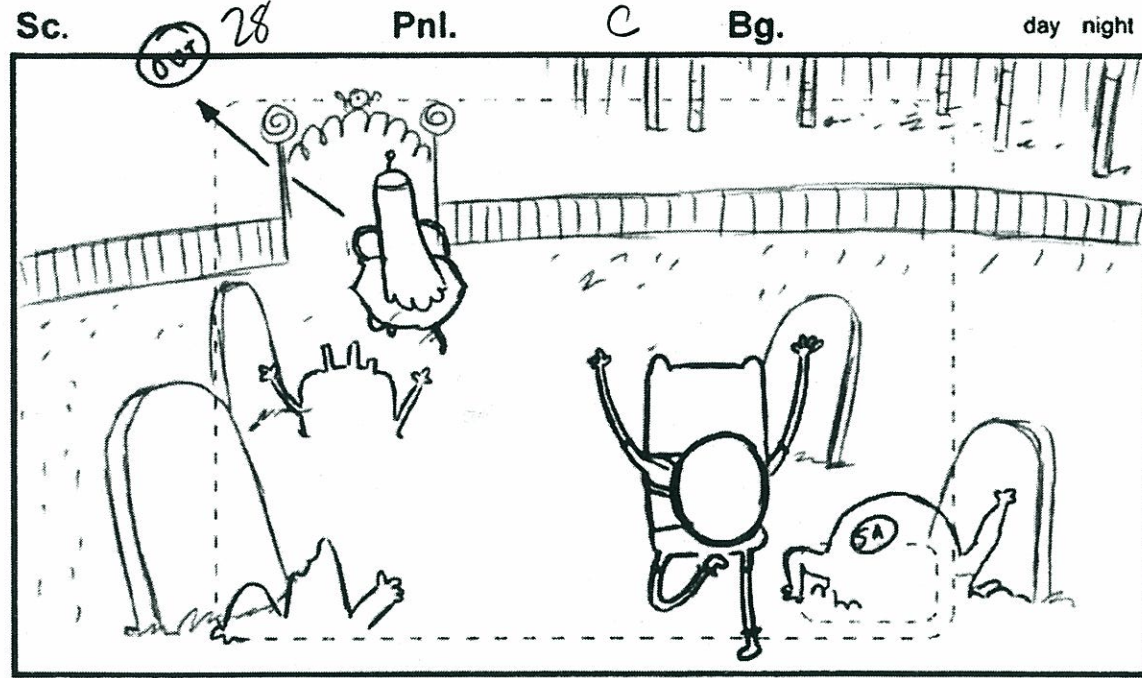
76

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# ADVENTURE TIME



Dialog:	<u>FINN:</u> WAIT	CHECK IT OUT, you CAN
Action:		
Timing:	77	78

EPISODE # 692009

Production :



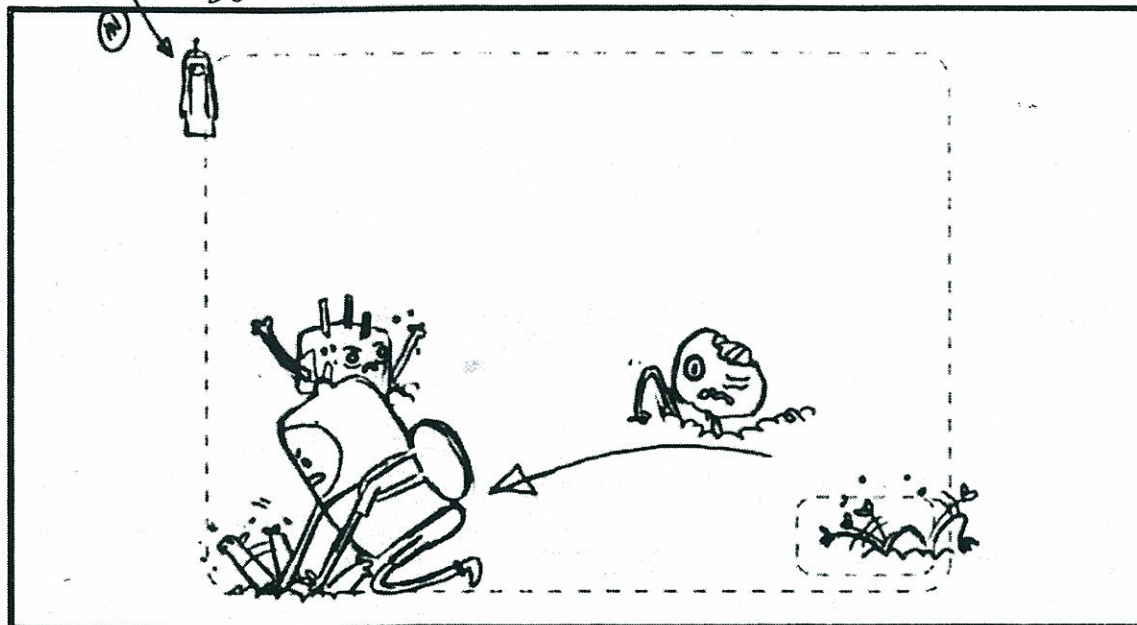
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# ADVENTURE TIME

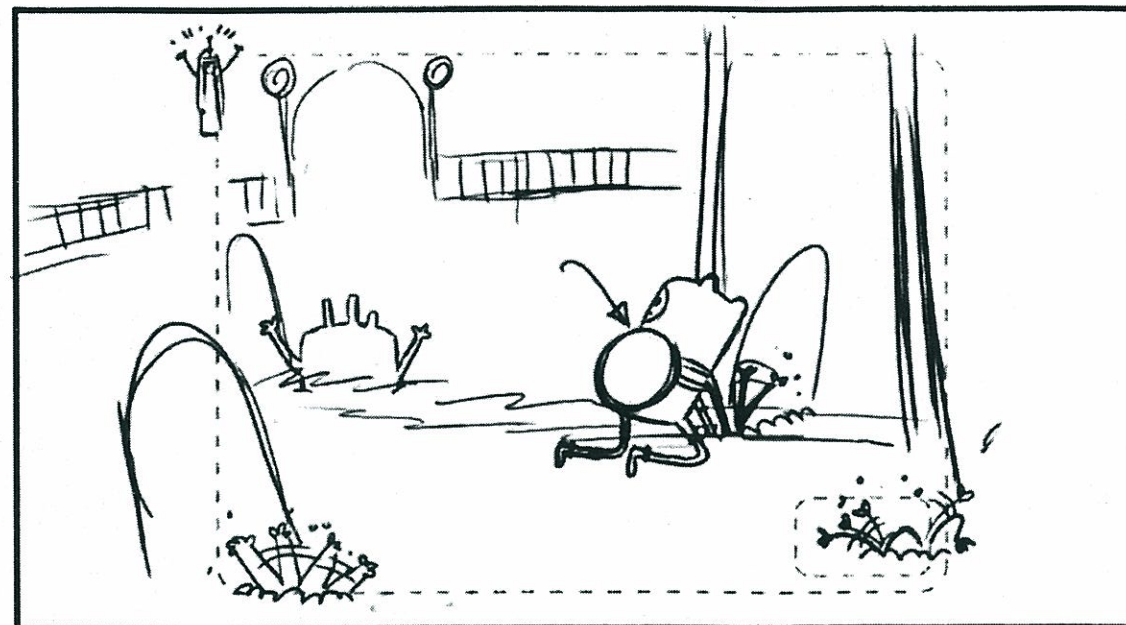


Page 42

Sc. 28 Pnl. E Bg. day night



Sc. 28 Pnl. F Bg. day night



Dialog:

KINDA JUST PUSH THEM BACK IN  
A LITTLE ...

PB: COME ON FINN! WE HAVE TO GET  
BACK!

Action:

Timing:

79

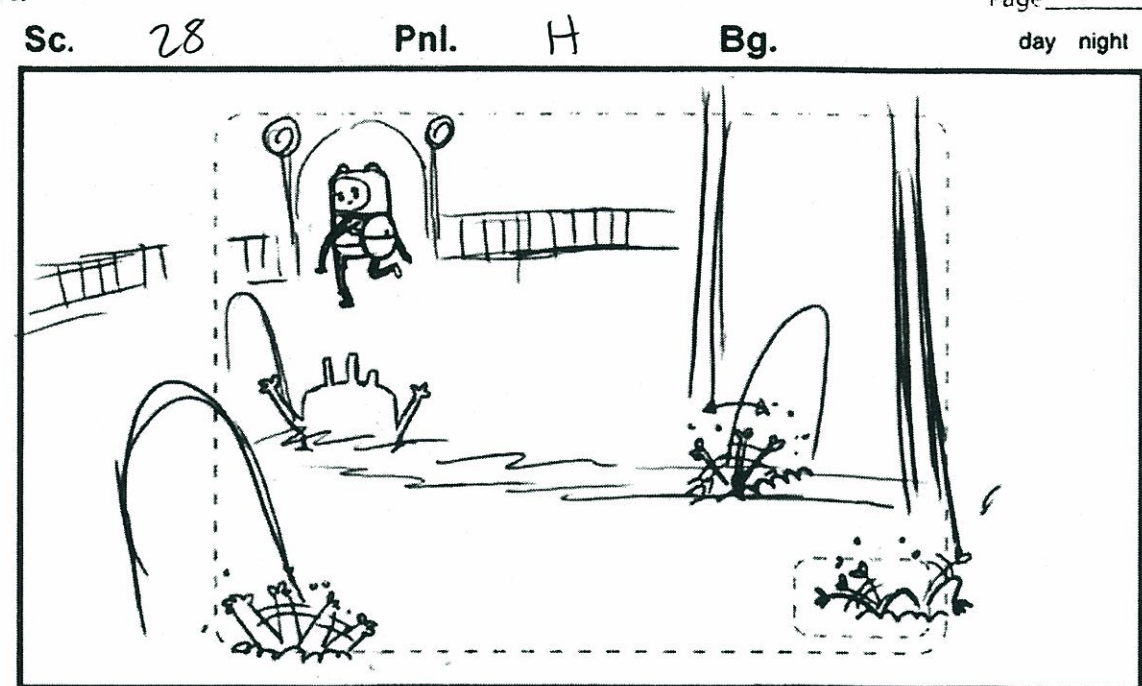
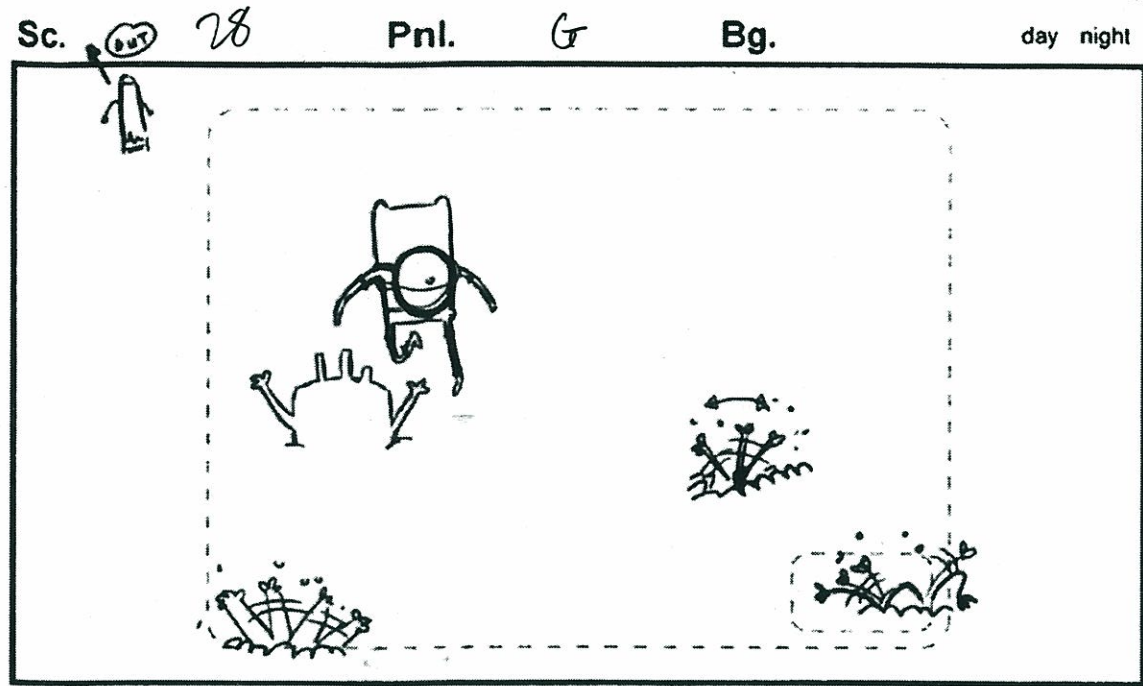
80

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# ADVENTURE TIME



Dialog:
Action:
Timing:

81

82

EPISODE # 692009  
Production :

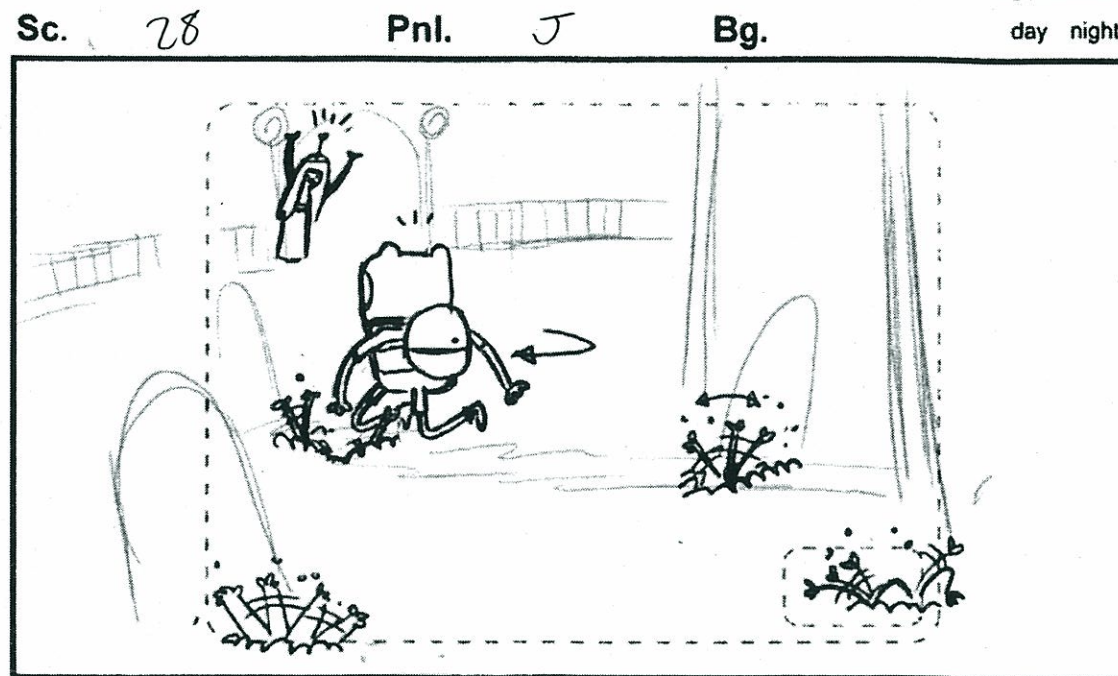
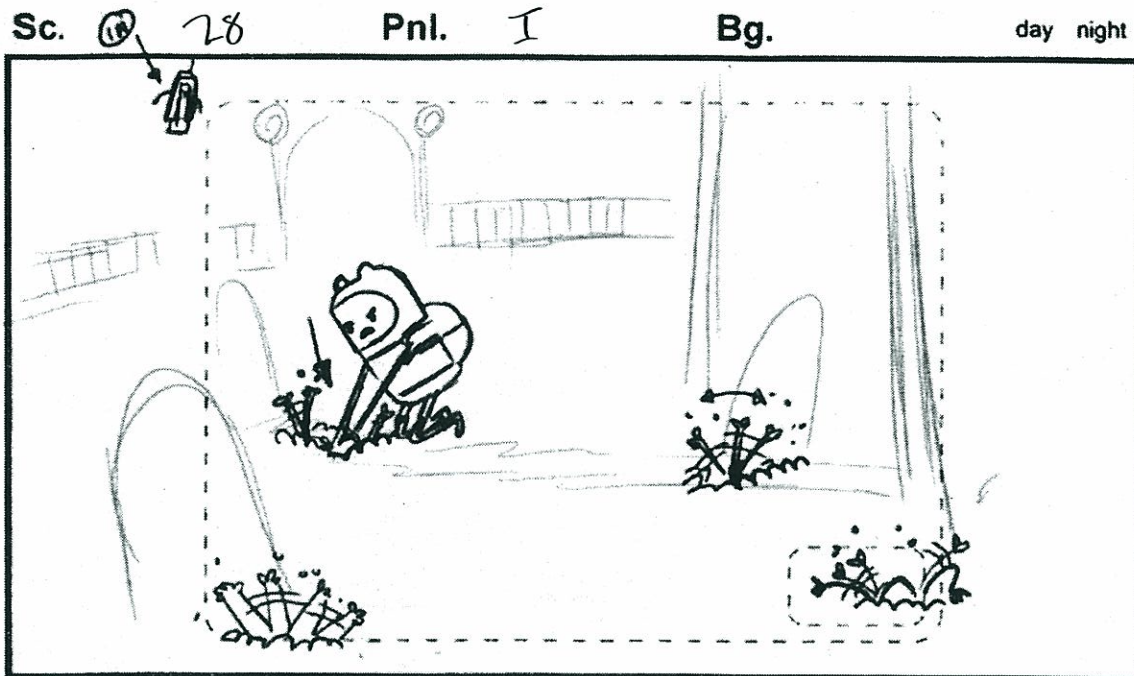


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# ADVENTURE TIME



Page 44



Dialog: FINN: GET IN THERE~

PB: FINN! COME ON!

Action:

Timing:

83

84

EPISODE # 692009

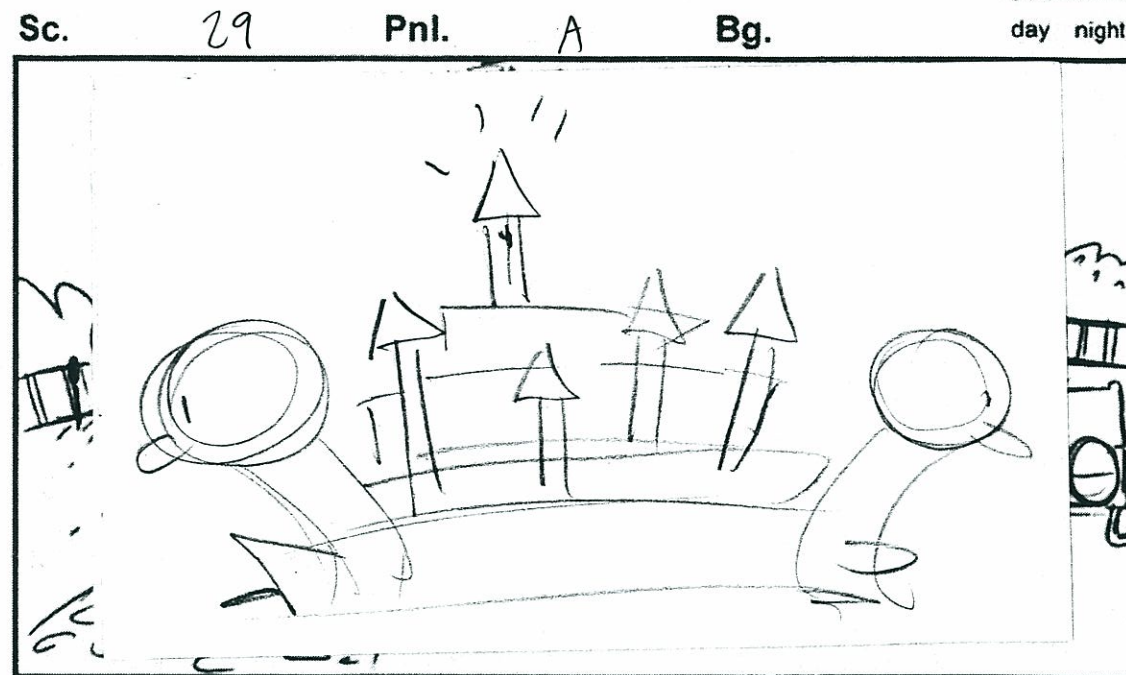
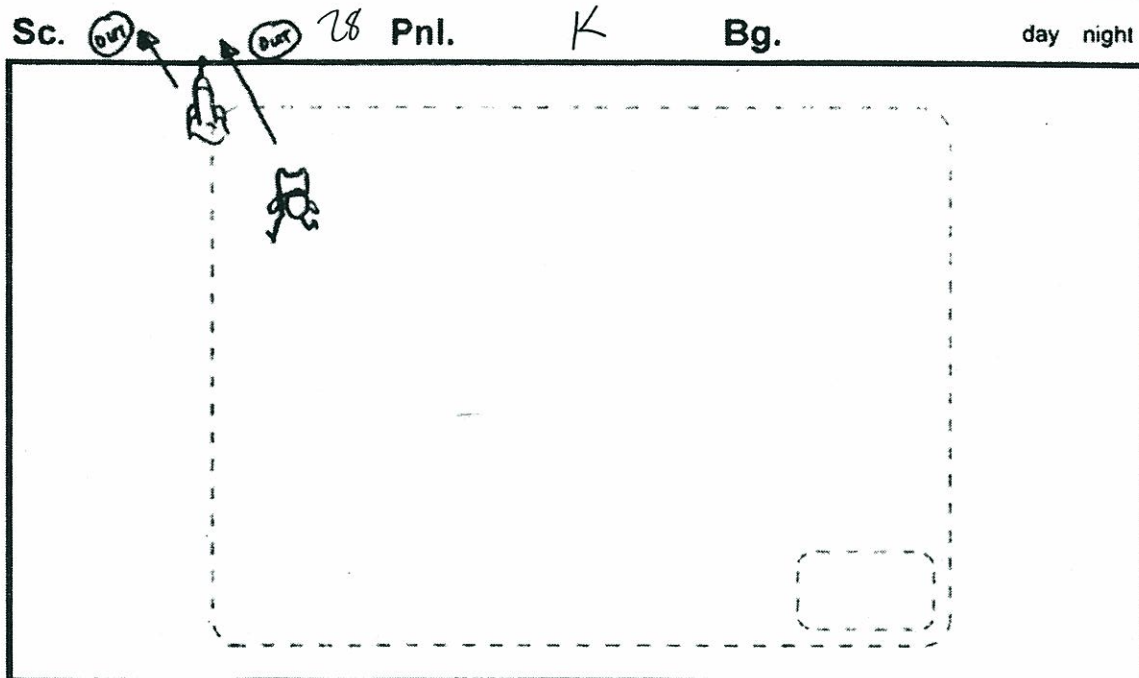
Production :

# ADVENTURE TIME



(NEXT P4.53)

Page 45



Dialog:

Action:

Timing:

85

BONG BONG

86

EPISODE # 692009

Production :



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(PREVIOUS PG: 45)

Sc.	Pnl.	By.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	PB: MANDATORY SLUMBER PARTY!! EVERYONE	(Cmdy. people: woo! ok! yeah!
Action:	MUST ATTEND! IMMEDIATELY!!!	
Timing:		

87

88

EPISODE # 692009

Production :



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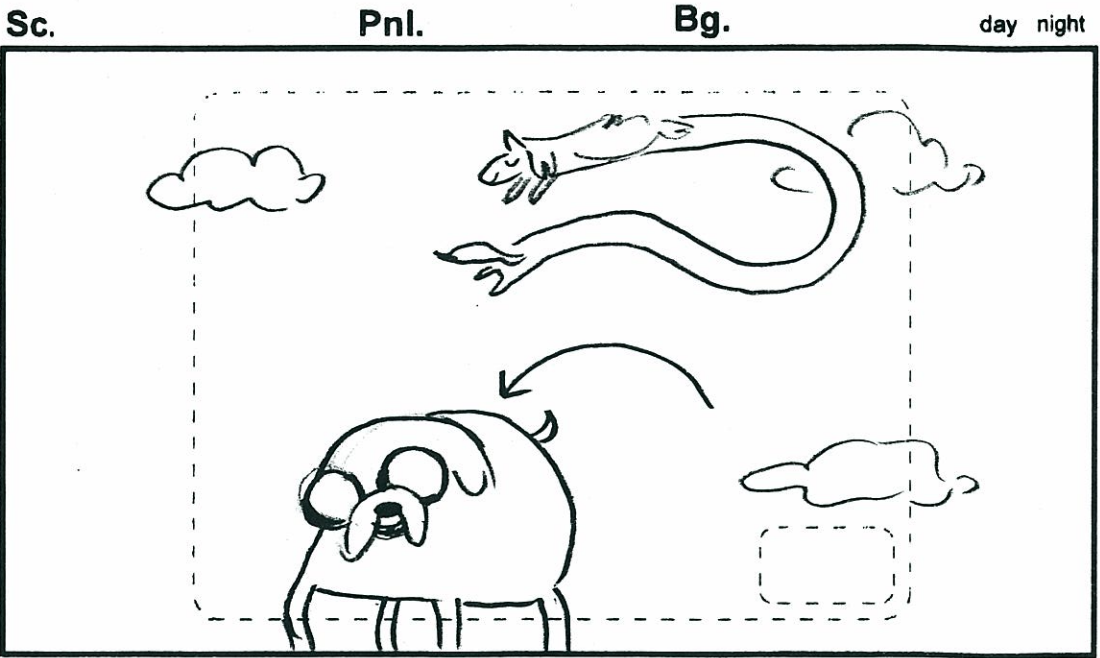
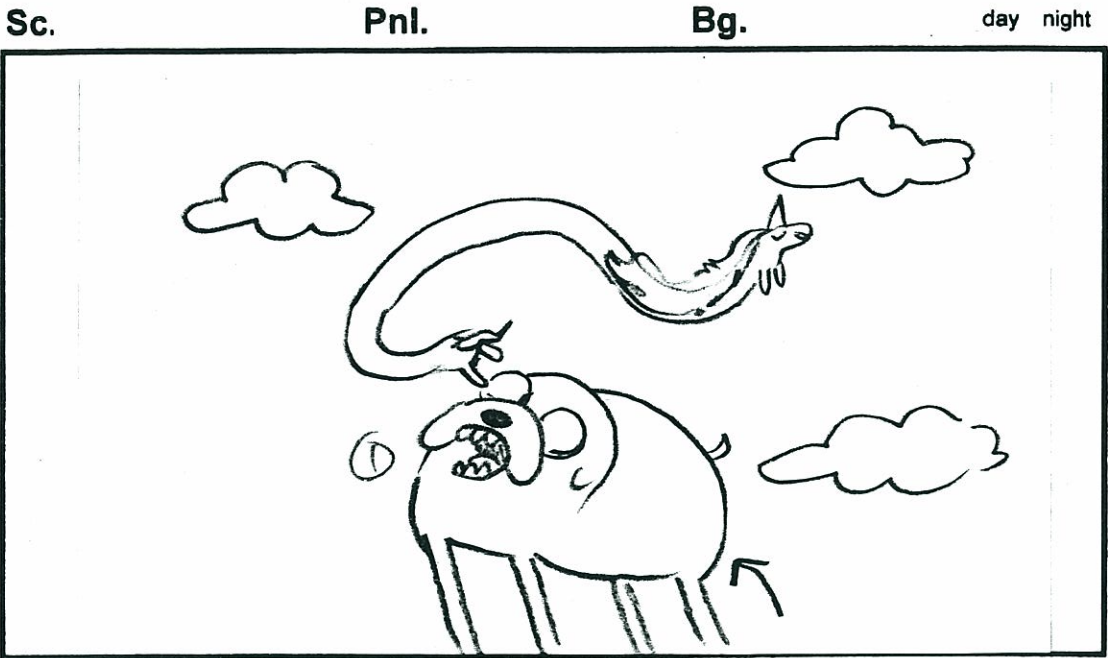
Sc.	Pnl.	By.	day night	Sc.	Pnl.	Bg.	day night

Dialog:	Candy people: sweet! woo! ok!	
Action:		
Timing:	89	90

EPISODE 692009  
Production

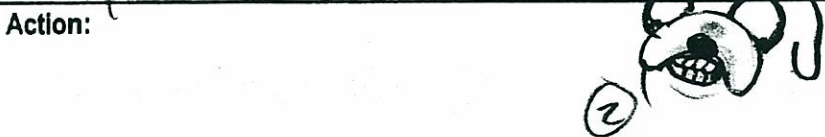


ADVENTURE TIME



Dialog: A. Lady: ( I'm way faster than you)

B. ALT: (Lady & Jake Laughing)



Timing:

91

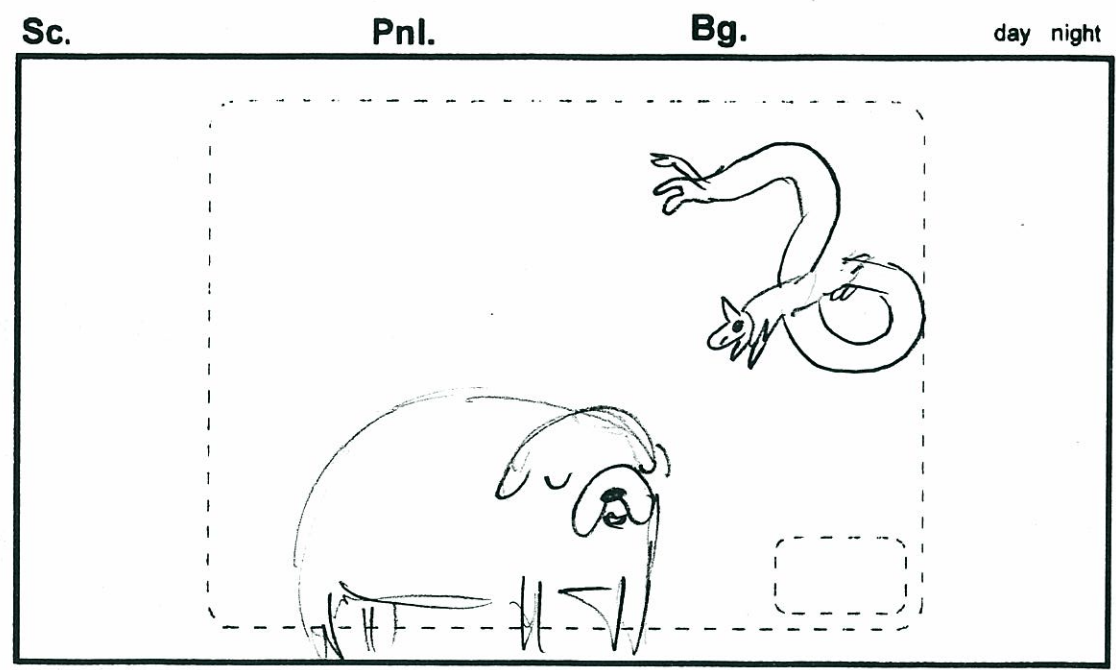
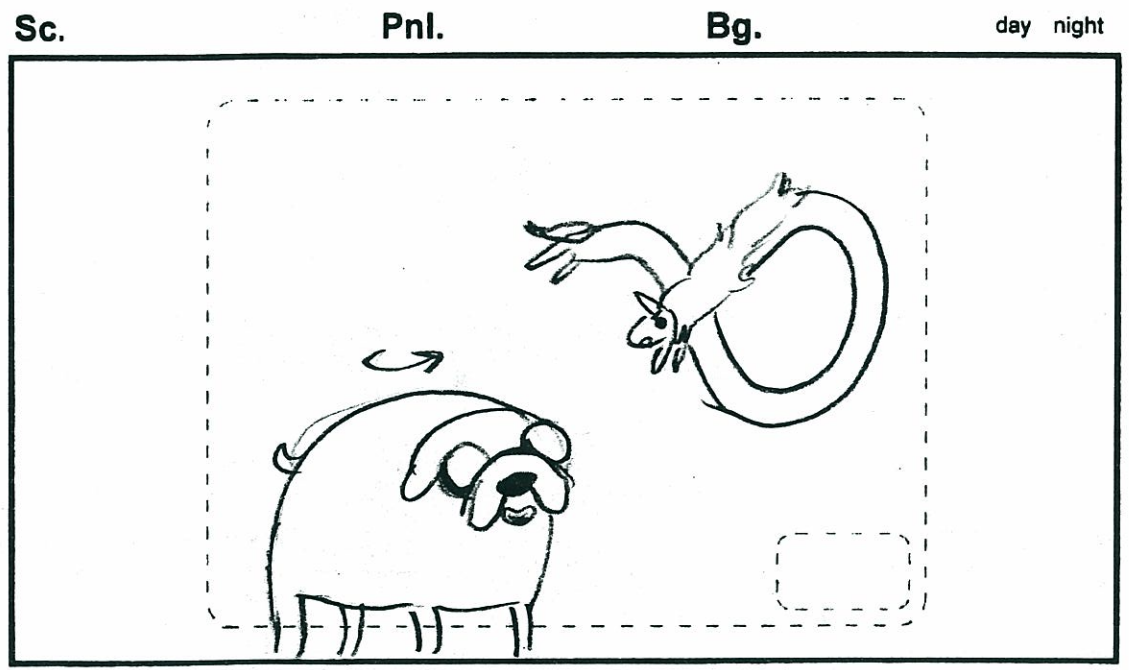
92

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# ADVENTURE TIME



Dialog:	Lady: (Don't talk to me like that! It's bad.)	Ⓜ: well that's the idea* bells ringing* SFX:
Action:		
Timing:		

93

94

EPISODE # 692009  
Production :

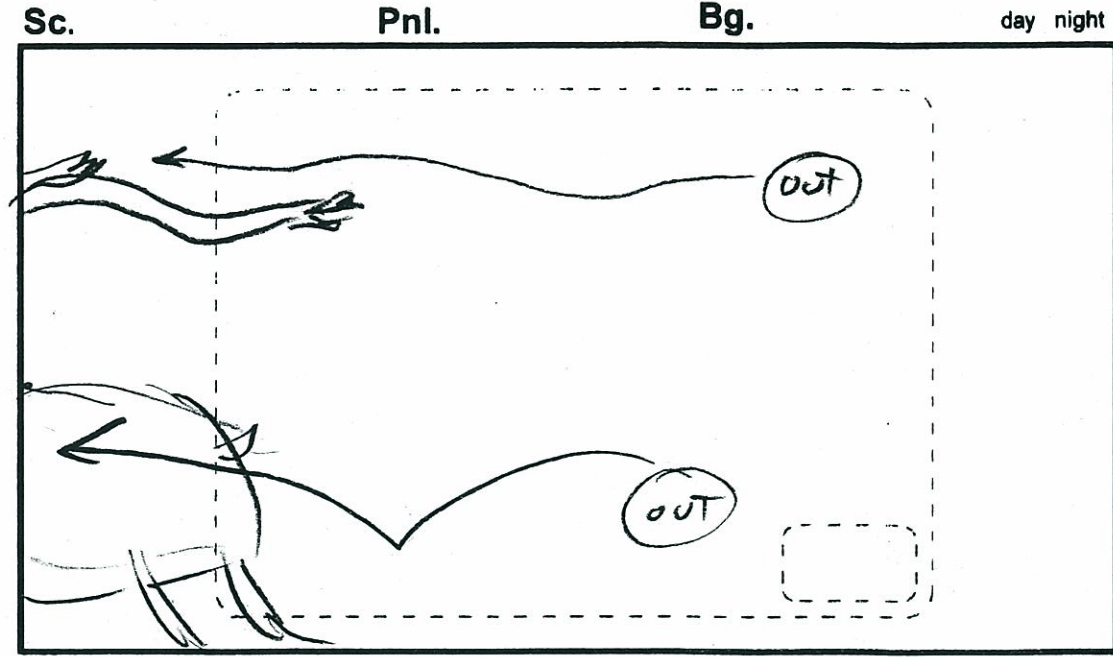
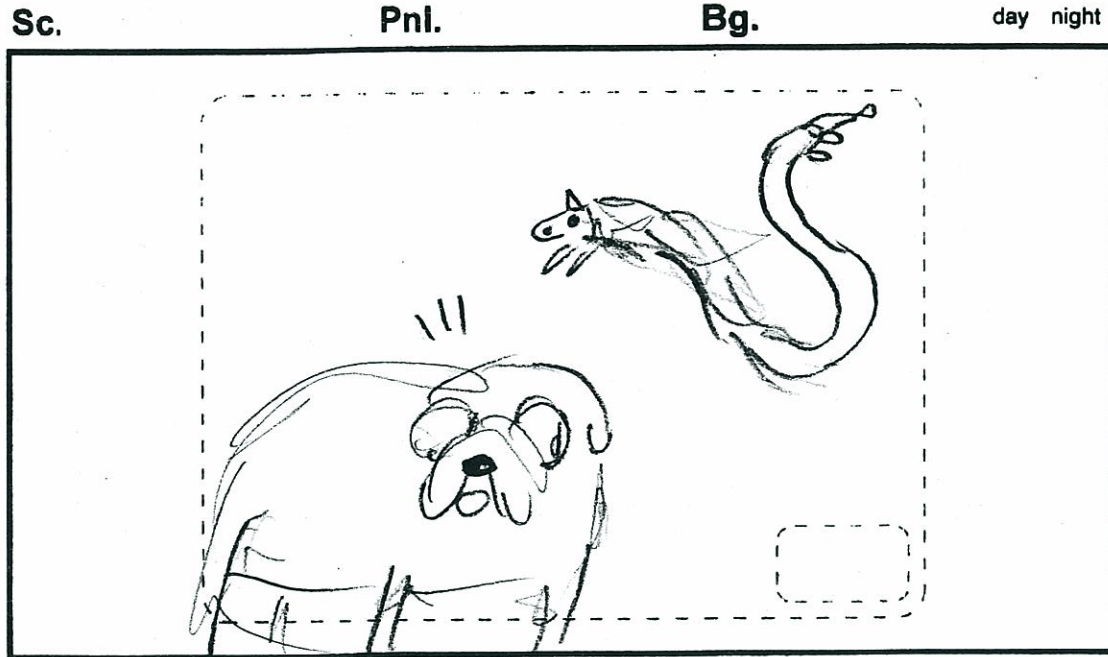


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# ADVENTURE TIME



Page 55B



Dialog:

⑤ Woh! emergency bells!

Action:

Timing:

95

96

EPISODE # 692009

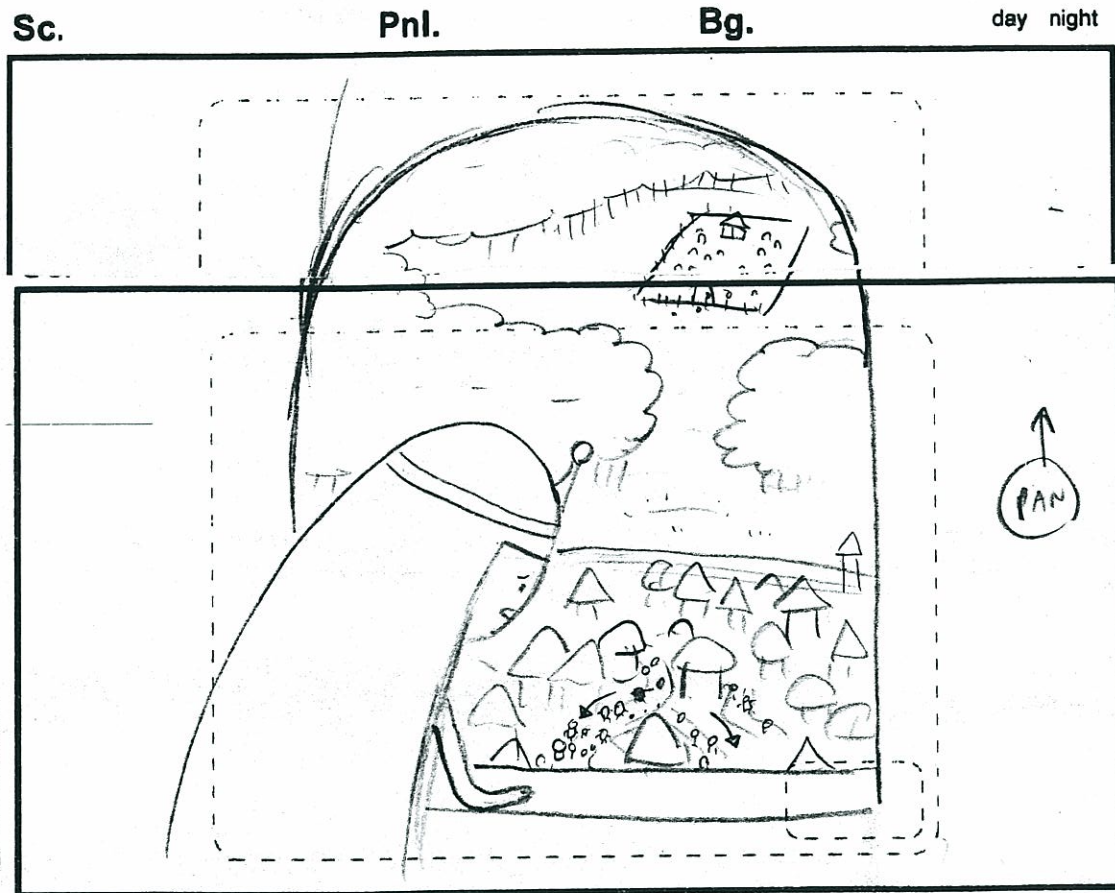
Production :

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# ADVENTURE TIME

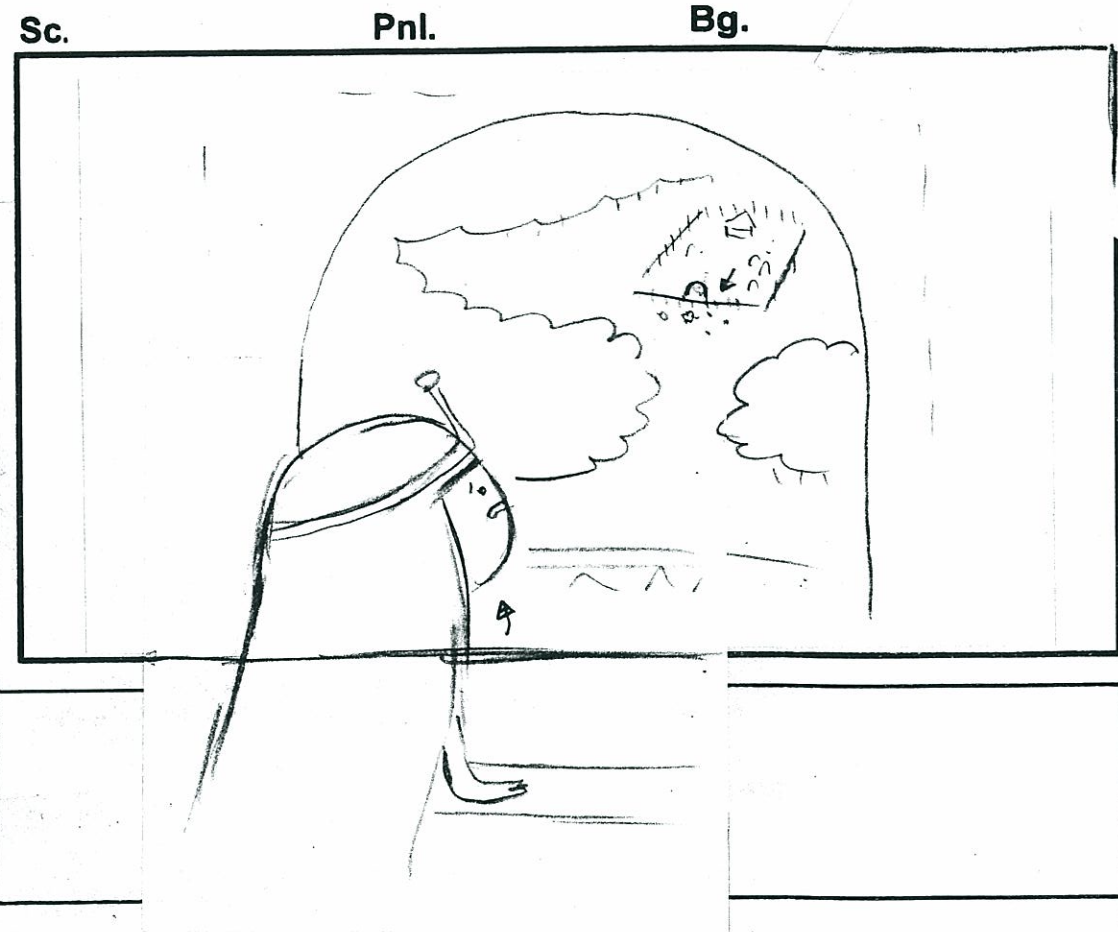


Page 55 c



(PB) \*sigh\*

97



98

EPISODE # 692009

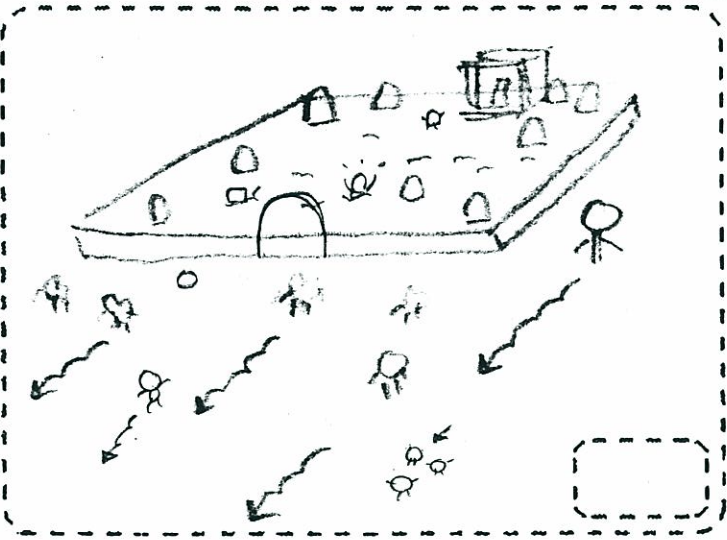
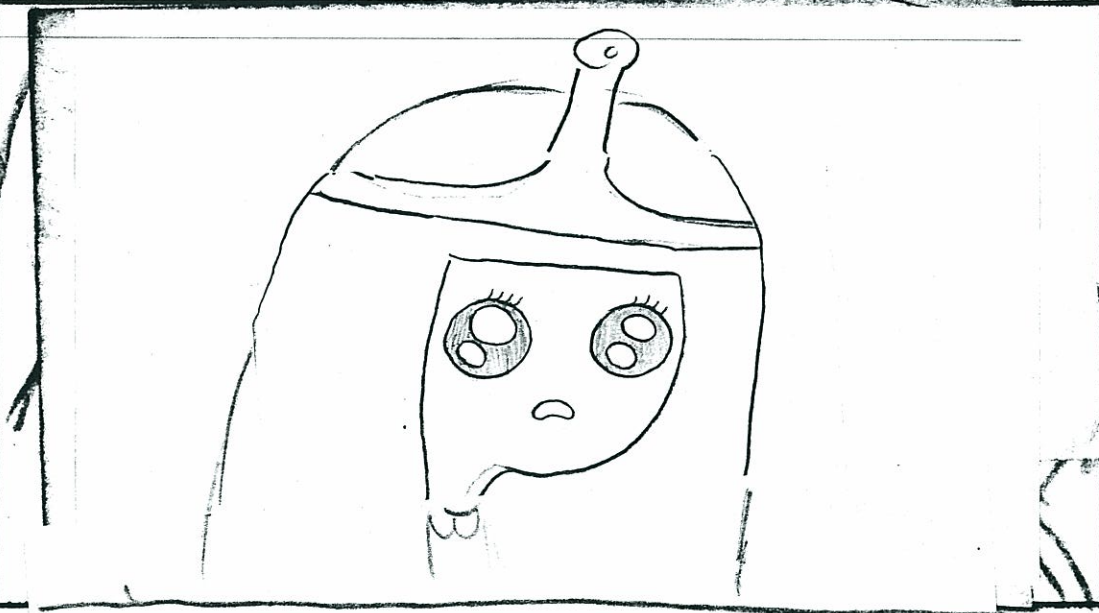
Production :



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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
Dialog:					<u>PB:</u> HURRY, sweet citizens...				
Action:									
Timing:									
99					100				

EPISODE # 692009  
Production :

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# ADVENTURE TIME



Page 55E

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:

Action:

Timing:

101

102

EPISODE # 692009

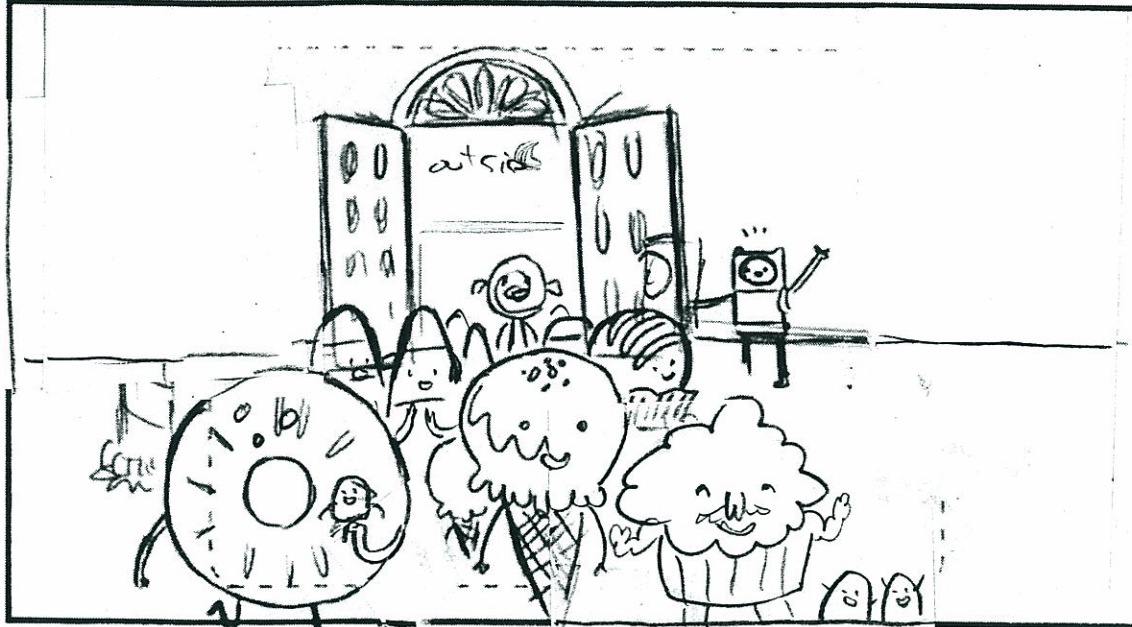
Production :



# ADVENTURE TIME



Sc. 37 Pnl. A Bg. day night



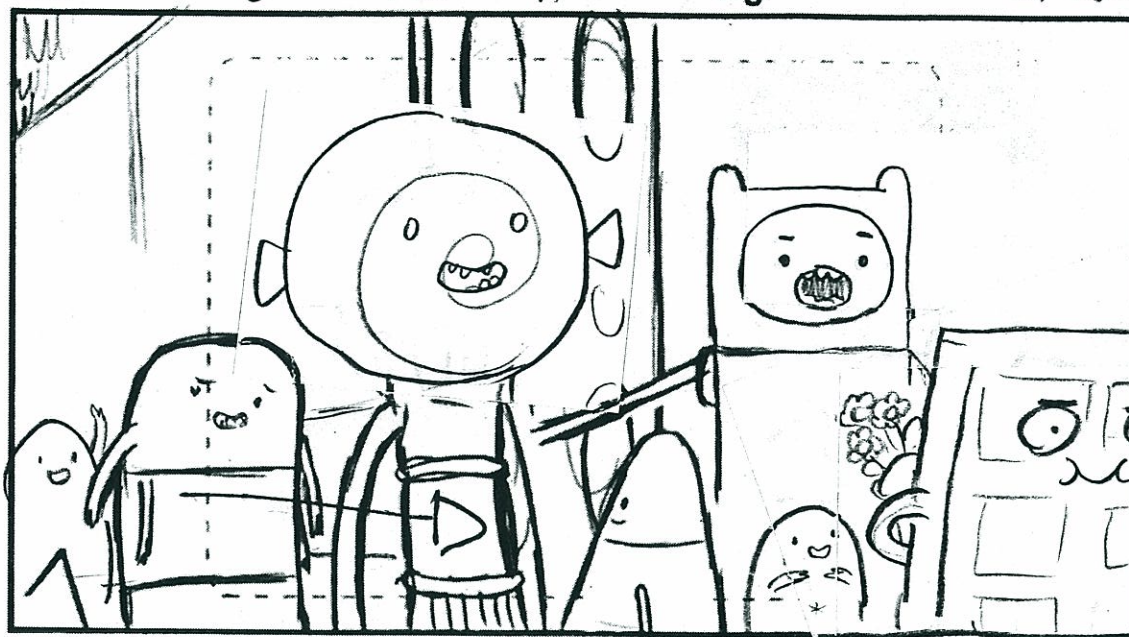
Dialog: FINN: Alright! You heard the Princess! everyone in! Slumber party this way!

Action:

Timing:

103

Sc. 38 Pnl. A Bg. day night



FINN: HOORAY FOR LAST MINUTE PARTIES!

Production :

692009

104

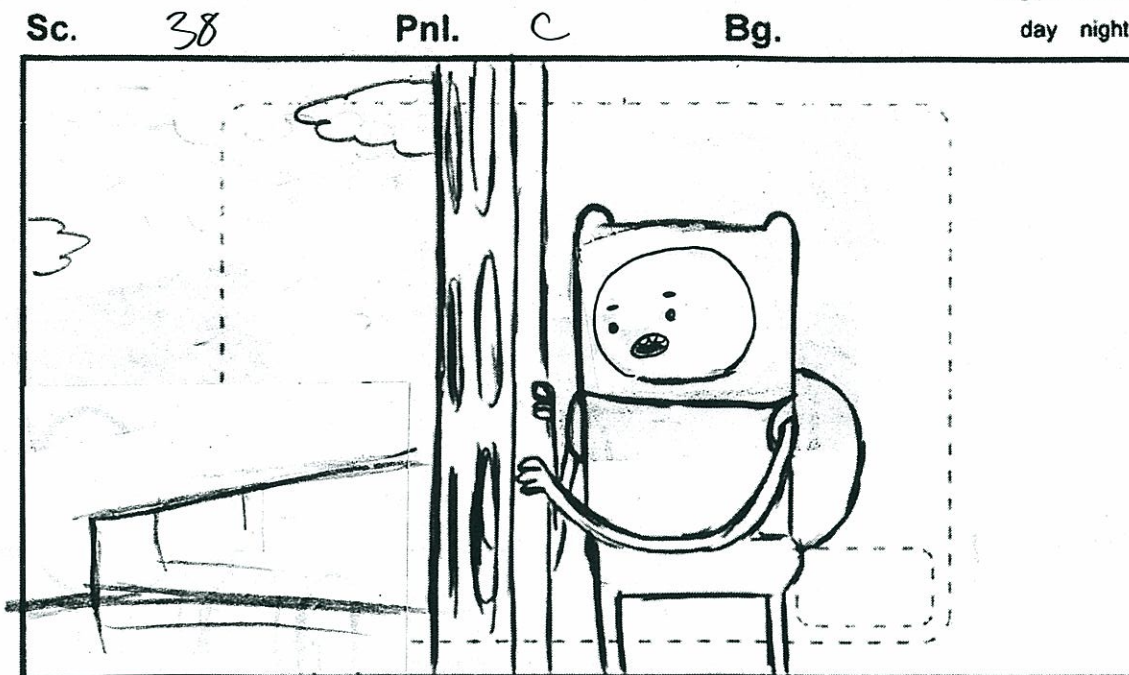
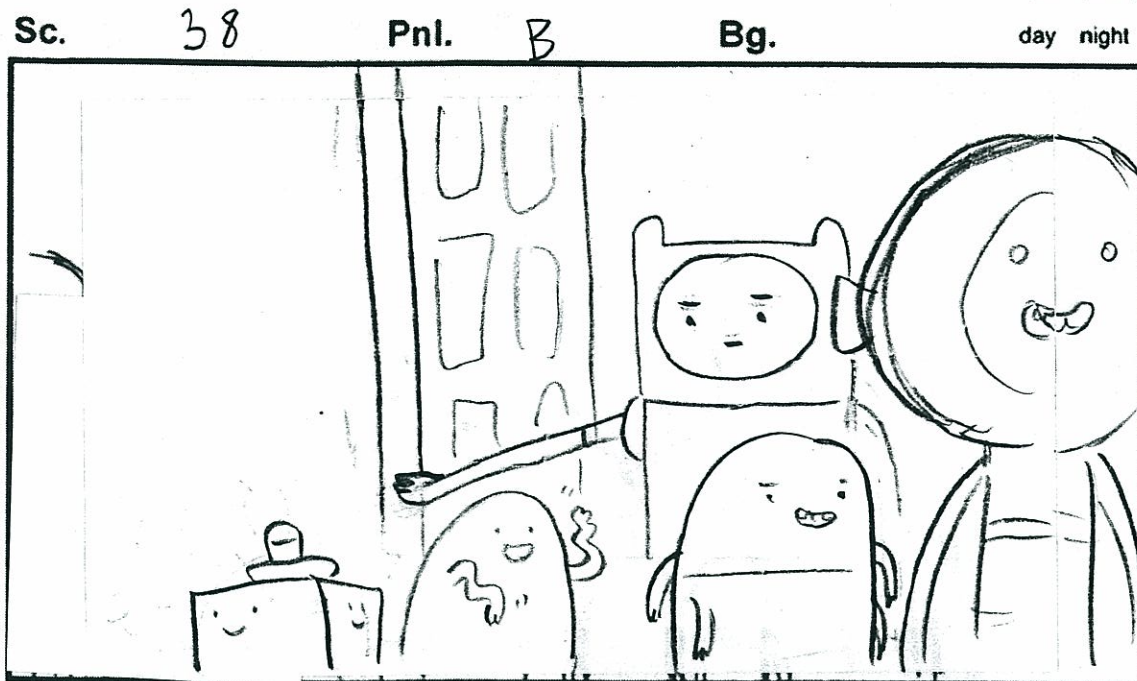


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# ADVENTURE TIME



Page 57  
day night



Dialog:	<u>FINN</u> : GET ON IN JELLY BEANS! Here
Action:	
Timing:	

105 106

EPISODE # 692009

Production :



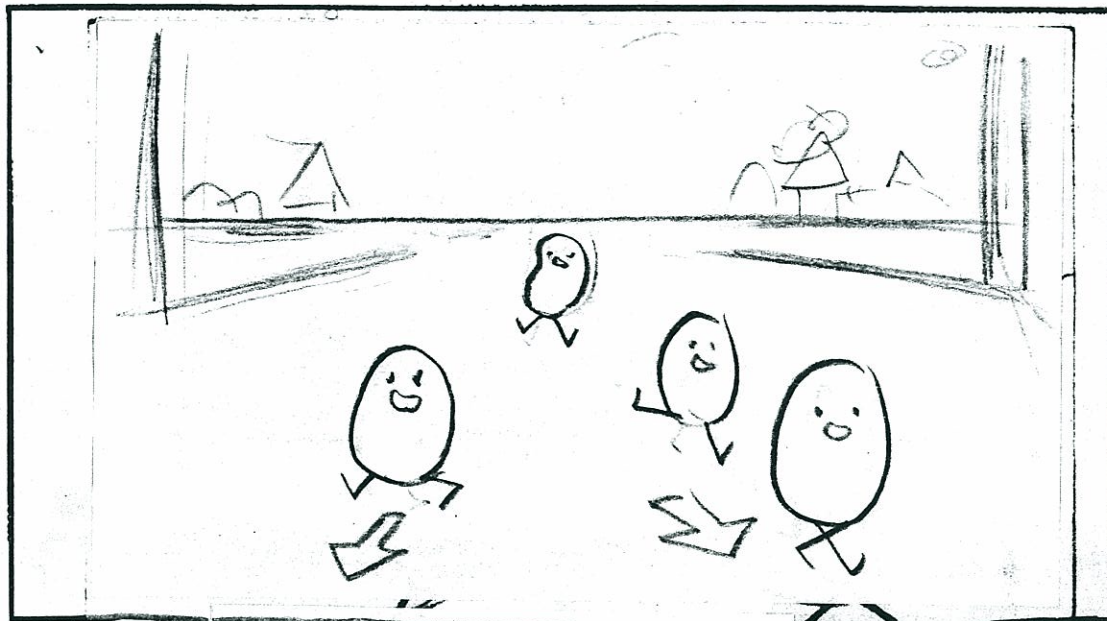


Sc.

Pnl.

Dy.

day night



Dialo

Jelly Beans!  
(Laughter) PARTY !!!

= SCAM

Action

Timing:

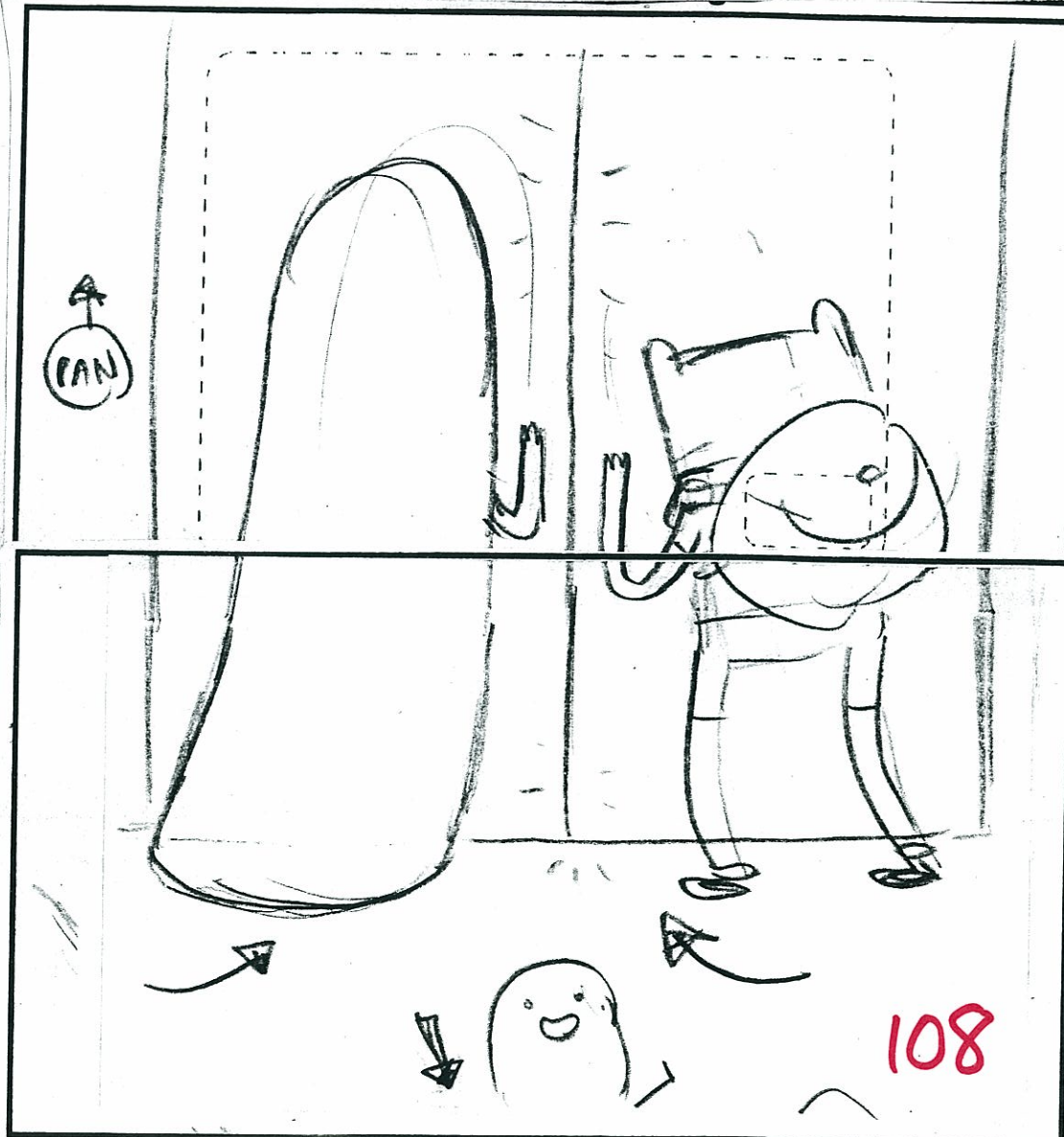
107

Sc.

Pnl.

Bg.

day night



108

EPISODE 692009

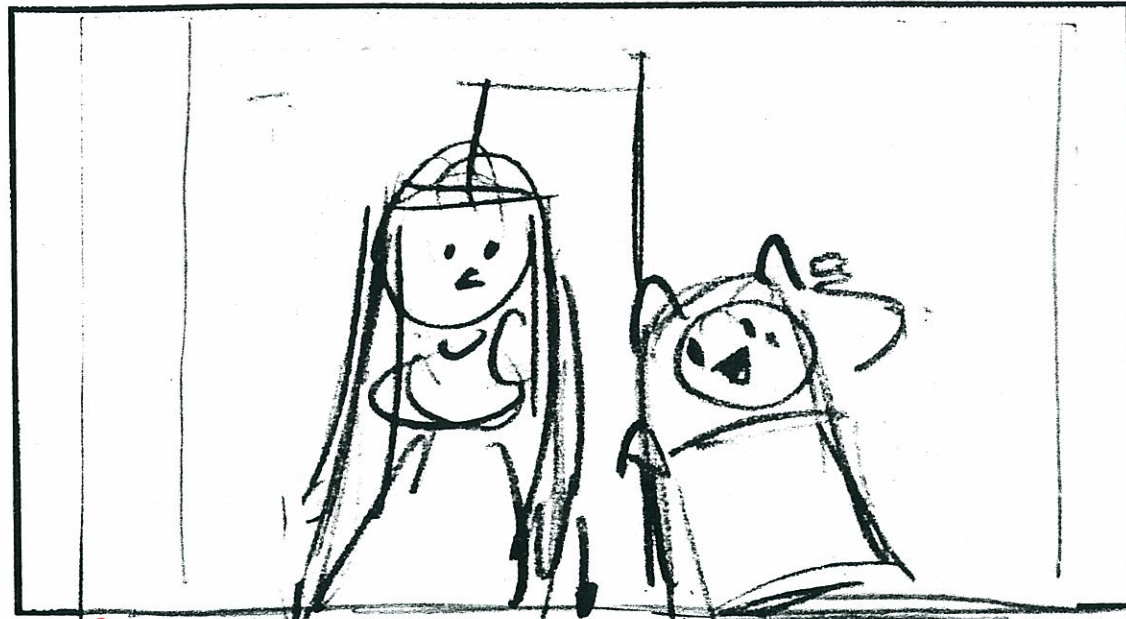
Production

Production

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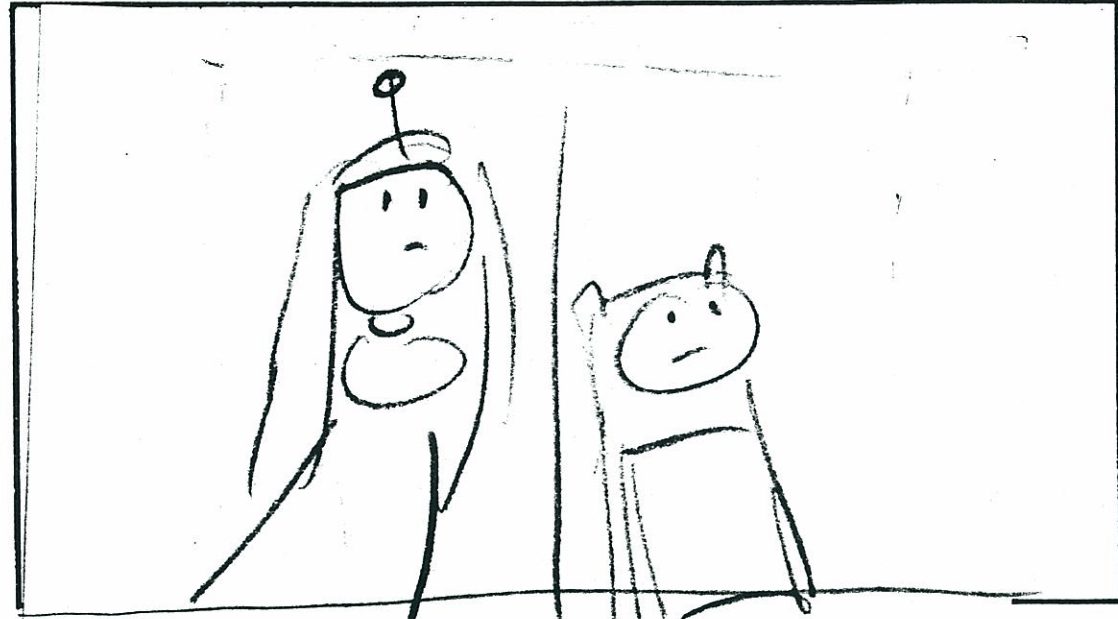
Sc. Pnl. dy. way origin



Dia **A.** PB: did we get everyone?  
Act  
Time

109

Sc. Pnl. Bg. day night



Manfred: (o.s.) All present and accounted for.

110

EPISODE # 692009

Production :



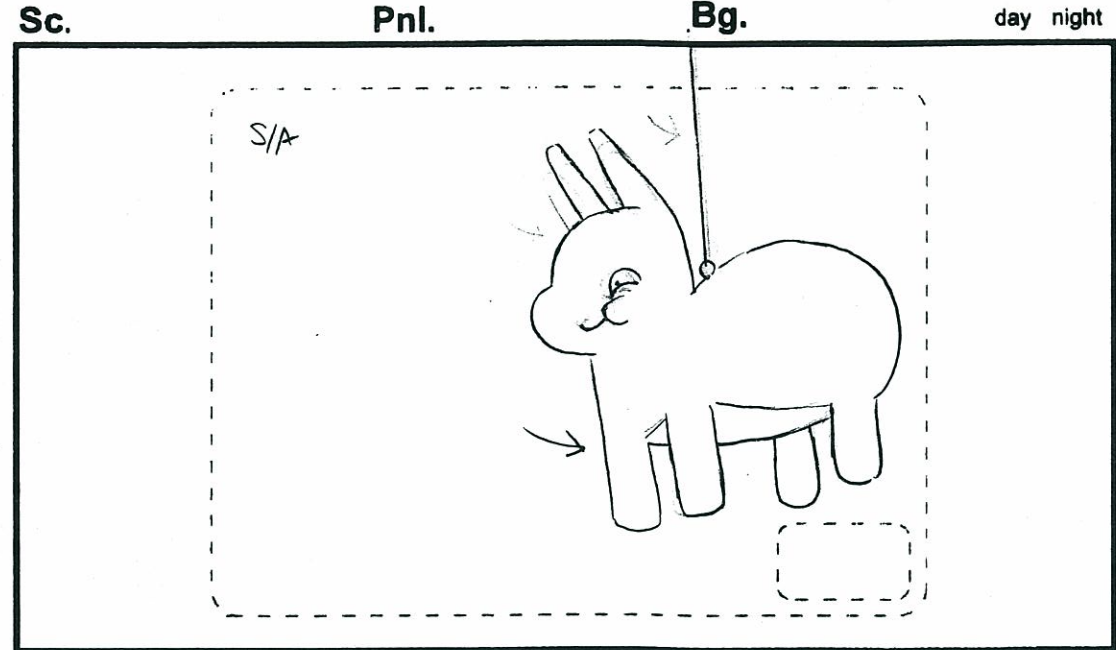
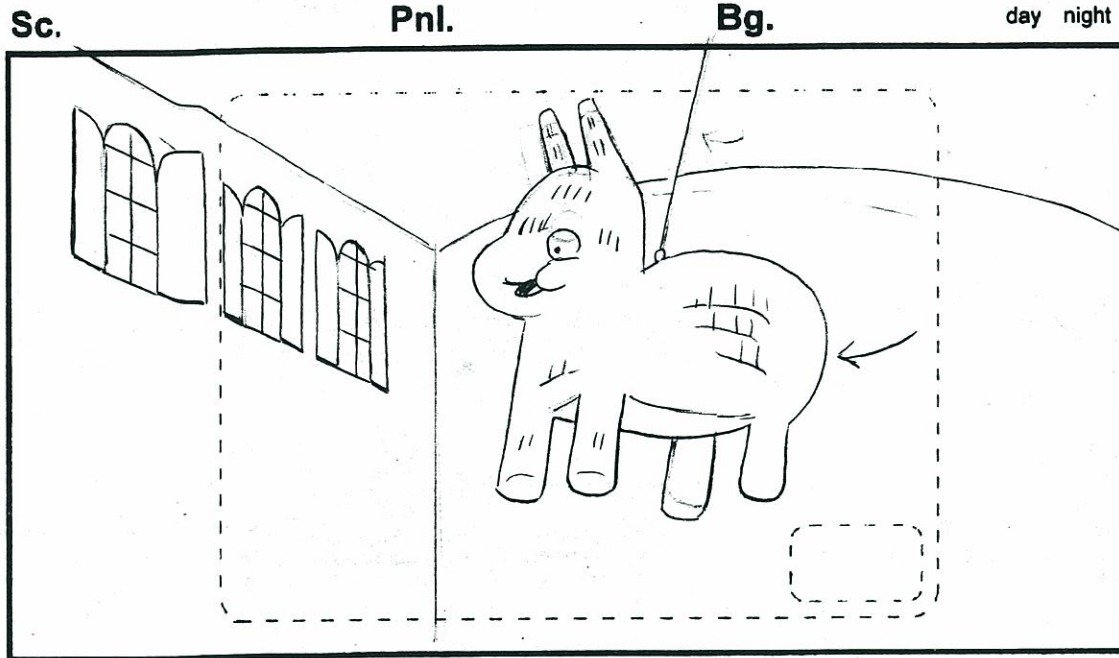
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# ADVENTURE TIME



(NEXT Pg. 62)

Page 60



Dialog:

A. <sup>Co. 57</sup> Thanks Manfred.

B. (M) Yer welcome.

Action

Timing

111

112

EPISODE #  
692009

Production :

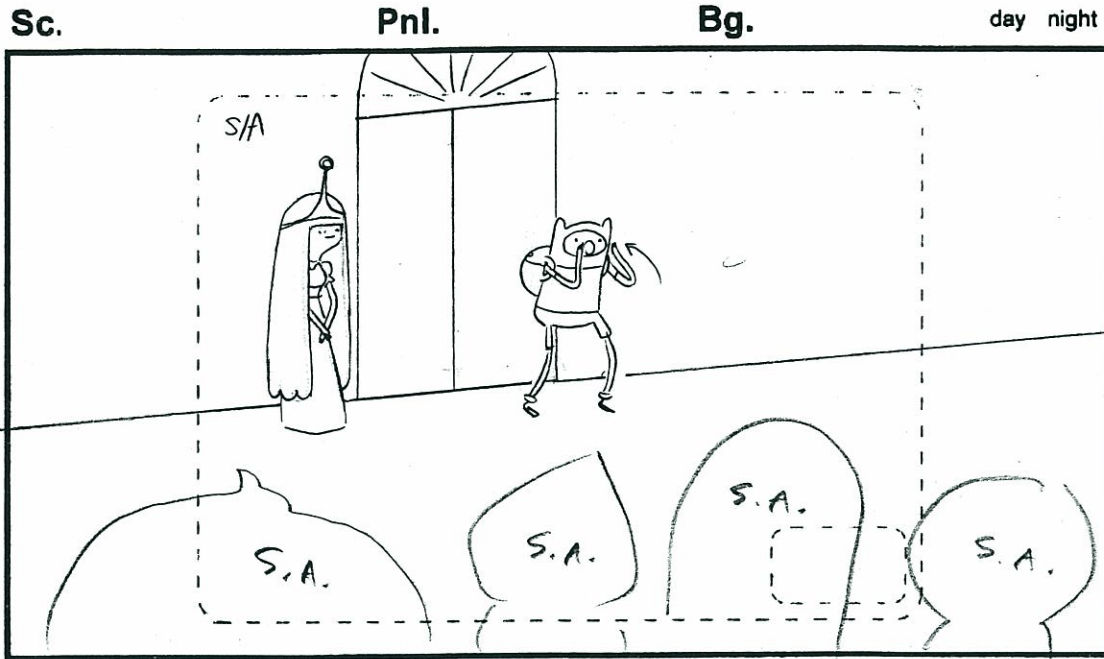
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# ADVENTURE TIME



(PREVIOUS Ph. 60)

Page 62



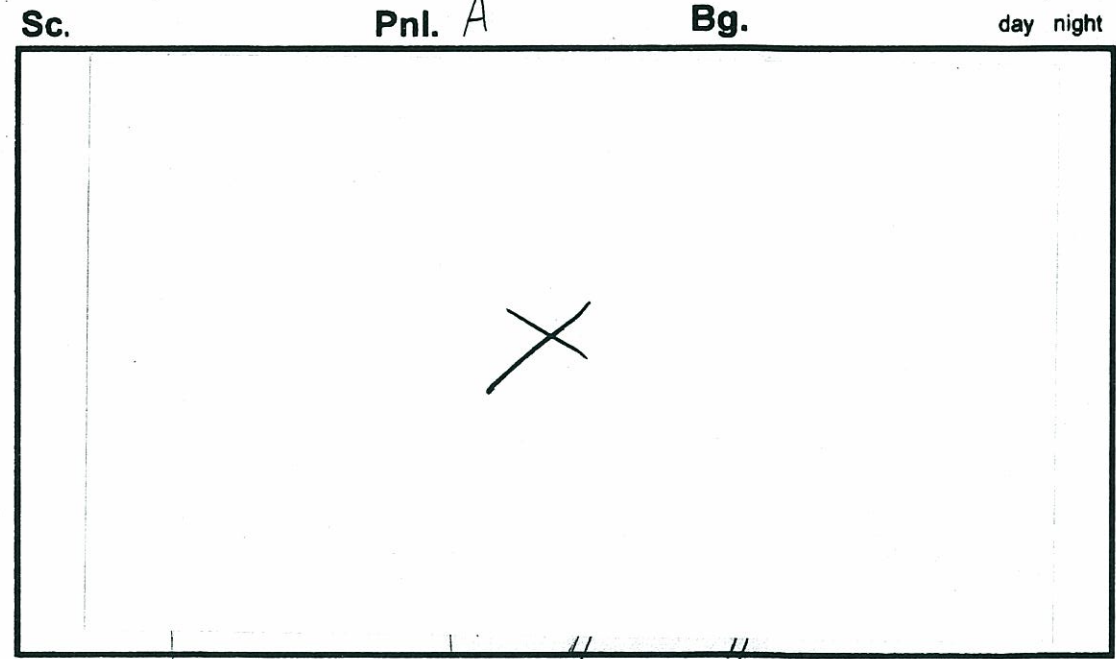
Dialog:

FINN: EVERYBODY SETTLED IN?

Action:

Timing:

113



114

EPISODE # 692009

Production :

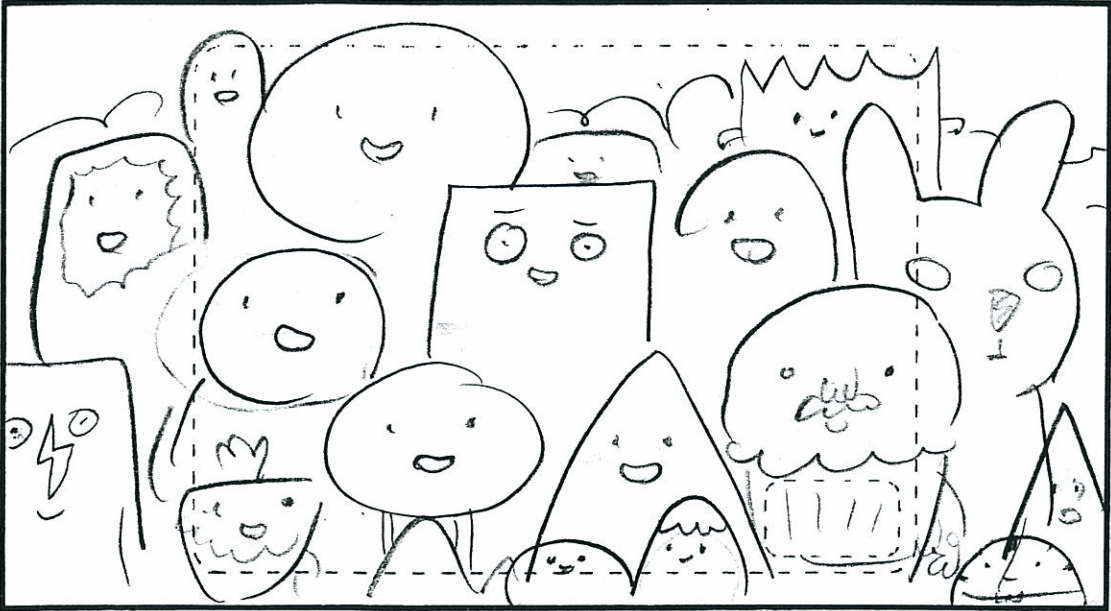


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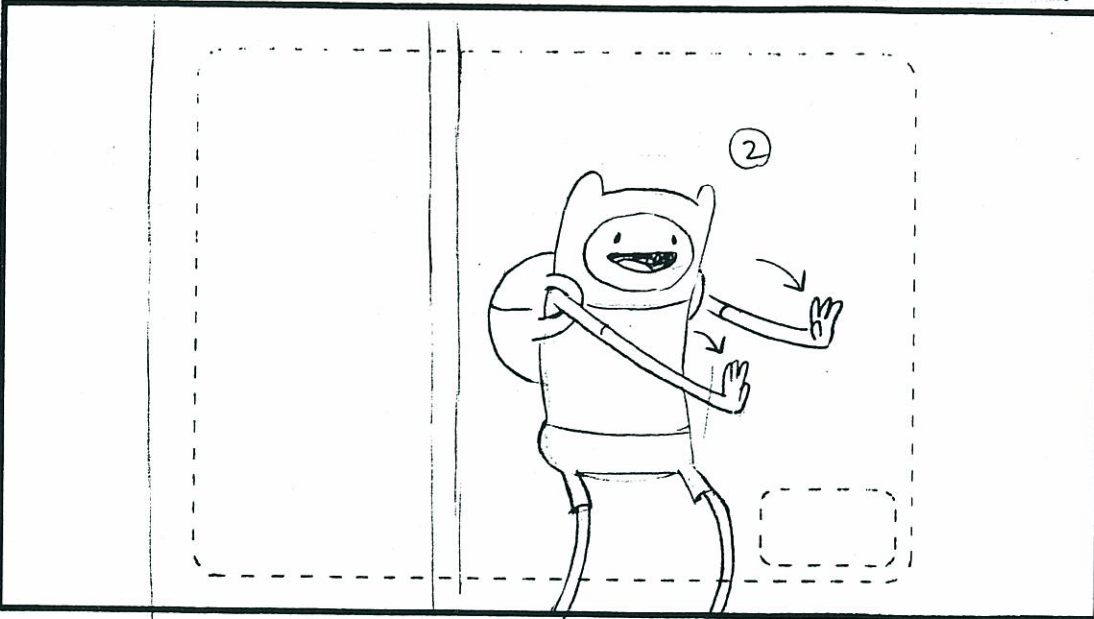
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

CROWD: Yes,

ALT: (Agreement walla)

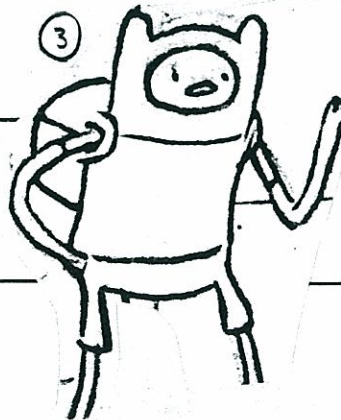
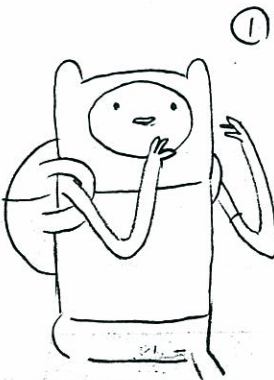
Action:

Timing:

Note to Nick & Phil:  
design this shot to  
feel like that  
Norman Rockwell  
painting of all  
those people  
packed together?

115

FINN: (CALMLY) ALRIGHT... SO...



116

EPISODE # 692009

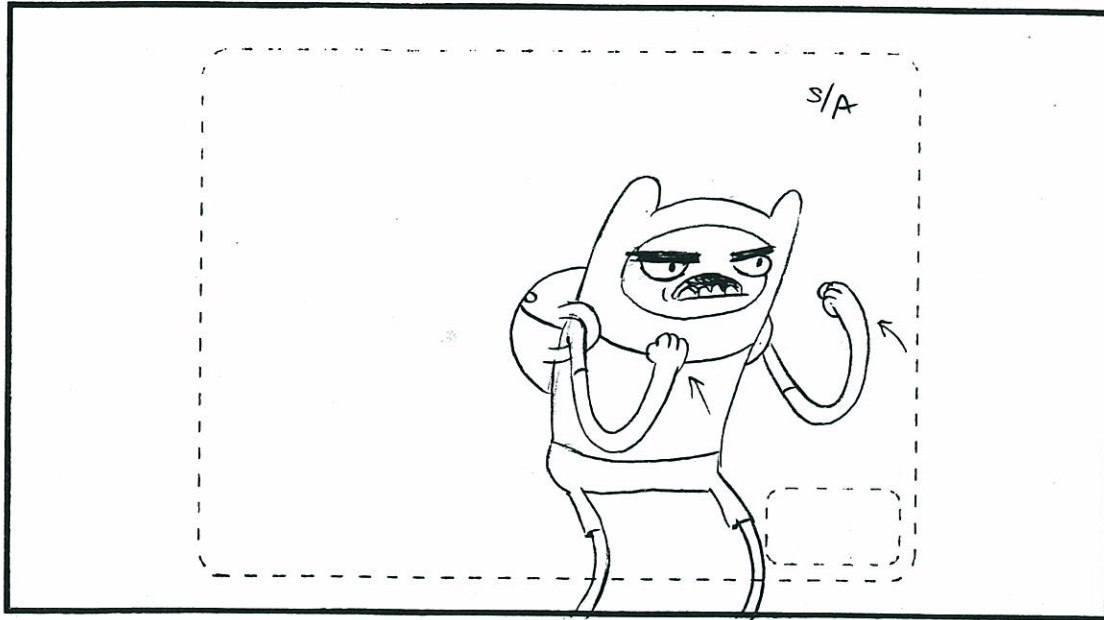
Production :

# ADVENTURE TIME

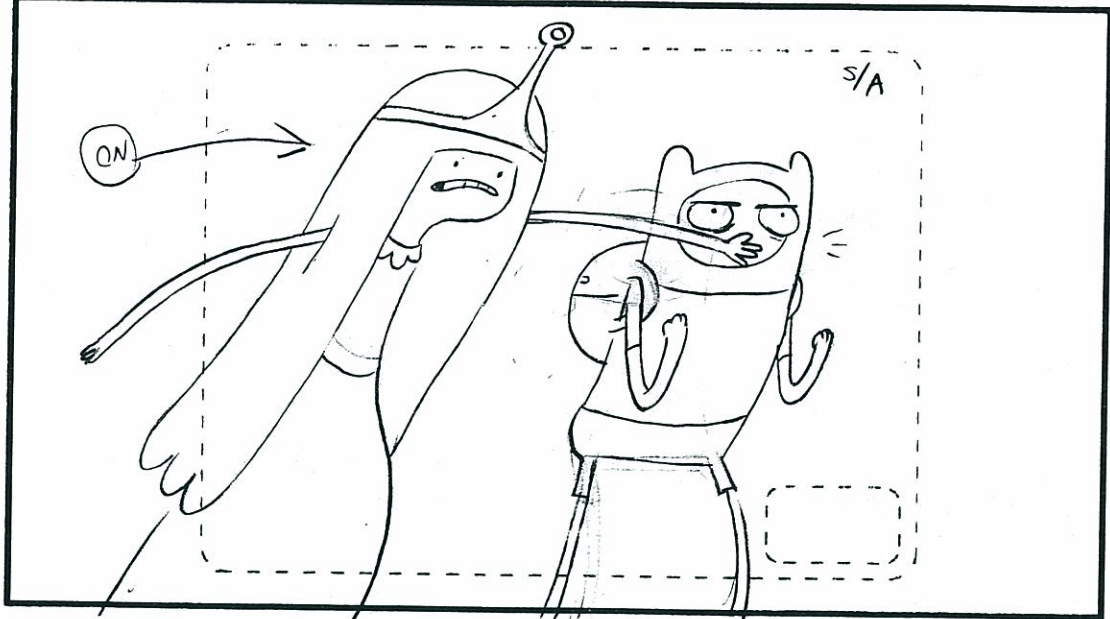


Page 63

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

FINN: NOW ARM YOURSELVES! WE GOTTA KILL A  
WHOLE MESS of ZOM--

F: \* MUFFLED \*

Action:

PB PUTS A HAND OVER FINN'S MOUTH

Timing:

117

118

EPISODE # 692009

Production :



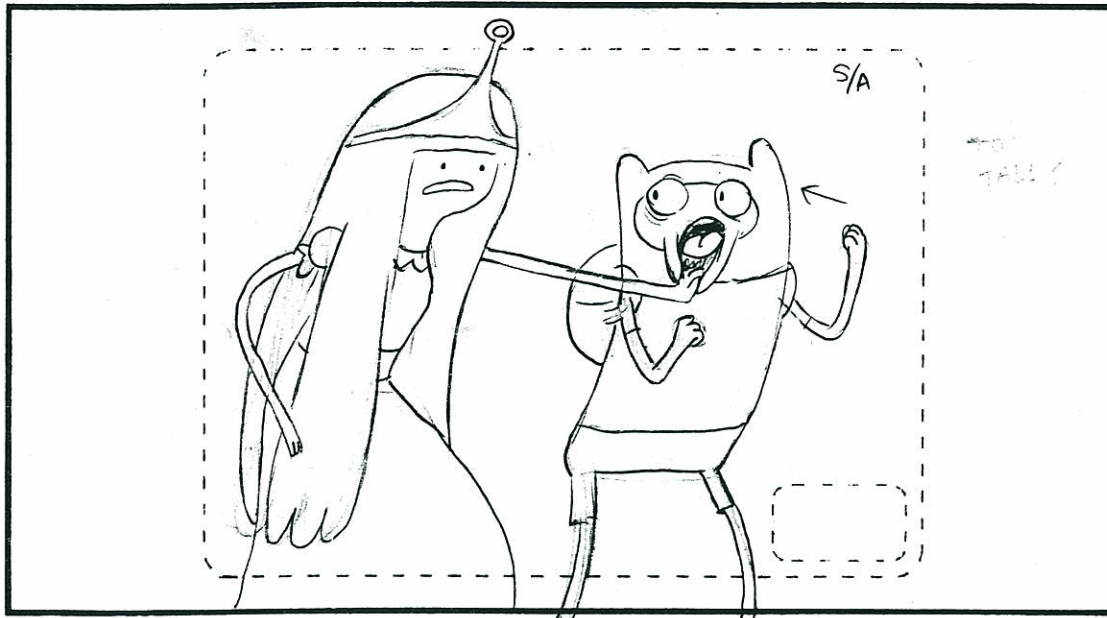
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# ADVENTURE TIME

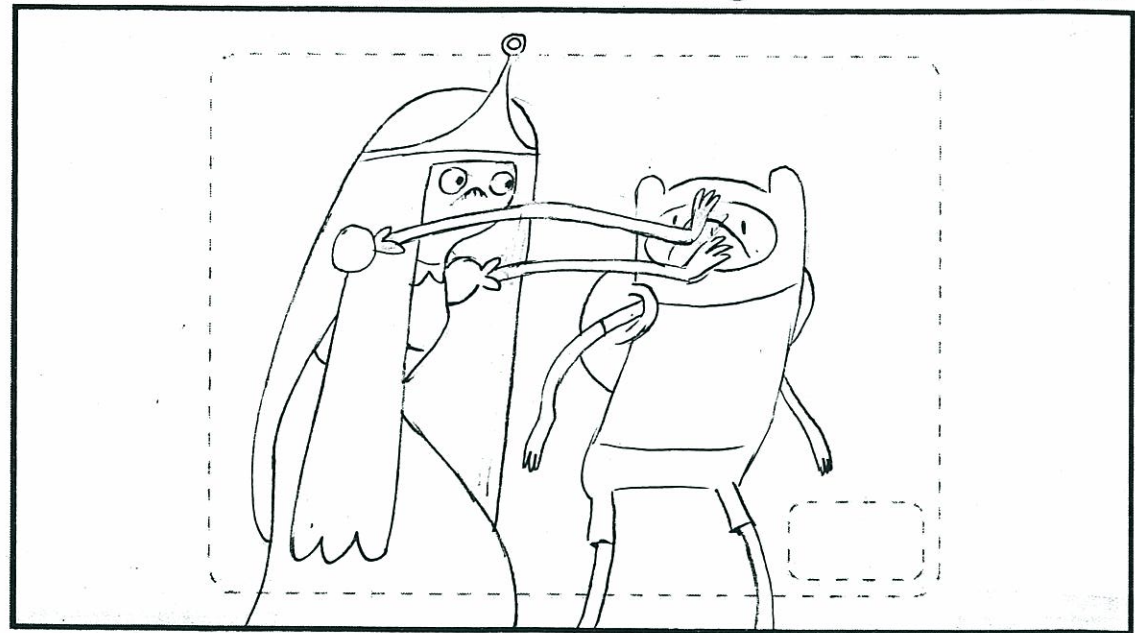


Page 64

Sc. Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



Dialog:

FINN: (MUFFLED) BUT, PRINCESS! THE UNDEAD!

FINN: WOOP!

Action:

PB PUTS BOTH HAN

Timing:

119

120

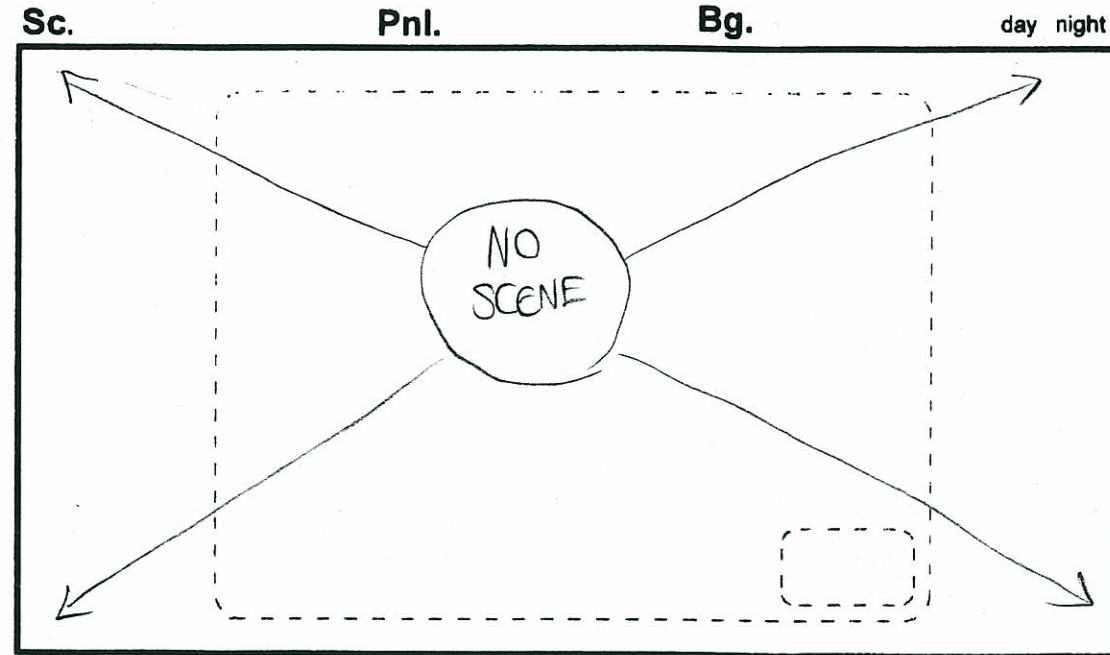
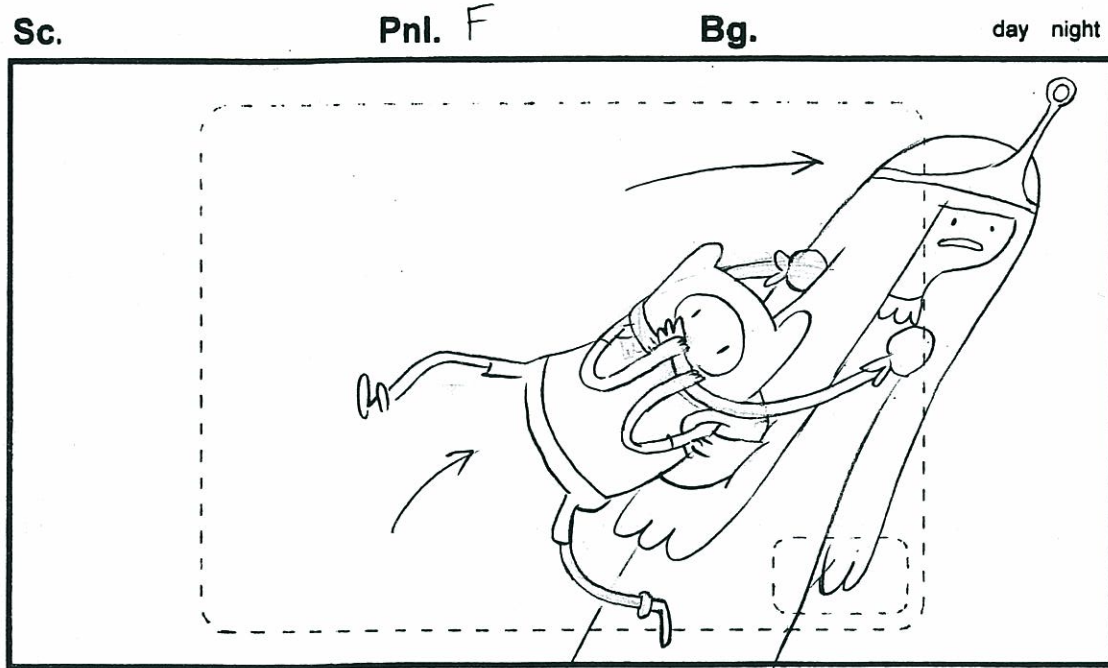
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 65



Dialog:

Action: PB PICKS UP FINN

Timing:

121

122

EPISODE # 692009

Production :



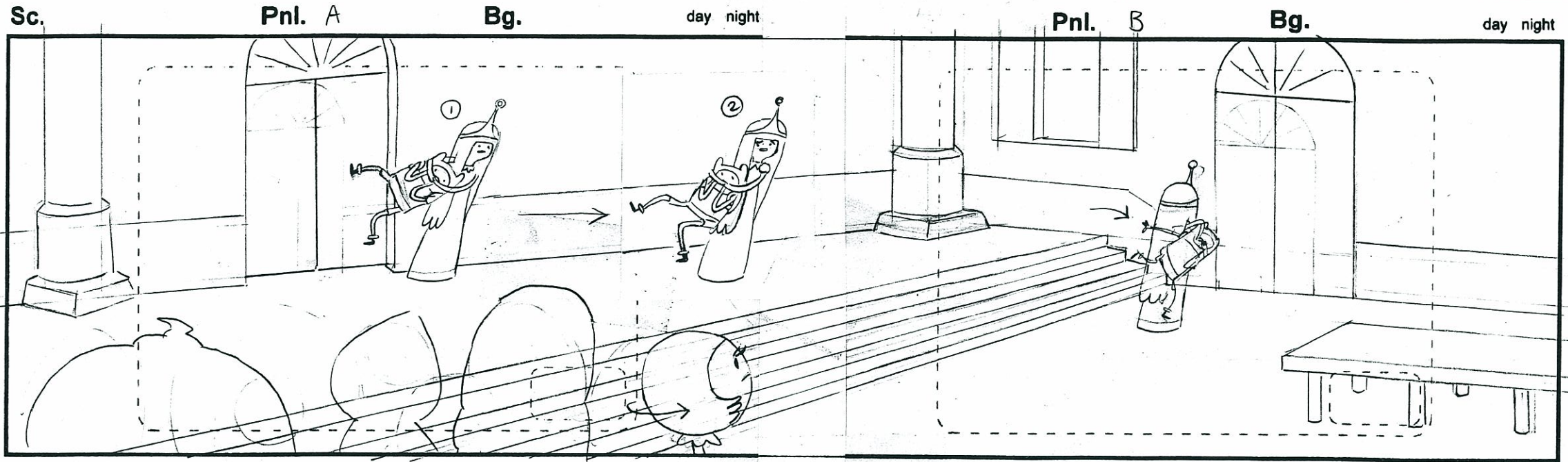
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# ADVENTURE TIME



PAN W/ACTION →

Page 66



Dialog:	PB! we'll be right back everyone ... Go ahead and start partying.	
Action:	PRINCESS RUSHES ACROSS THE ROOM	PAN W/ACTION
Timing:	123	124

EPISODE # 692009  
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

S/A

Dialog:

Action: PB PUSHES THROUGH THE DOORS  
TO THE CORRIDOR.

Timing:

125

126

EPISODE # 692009

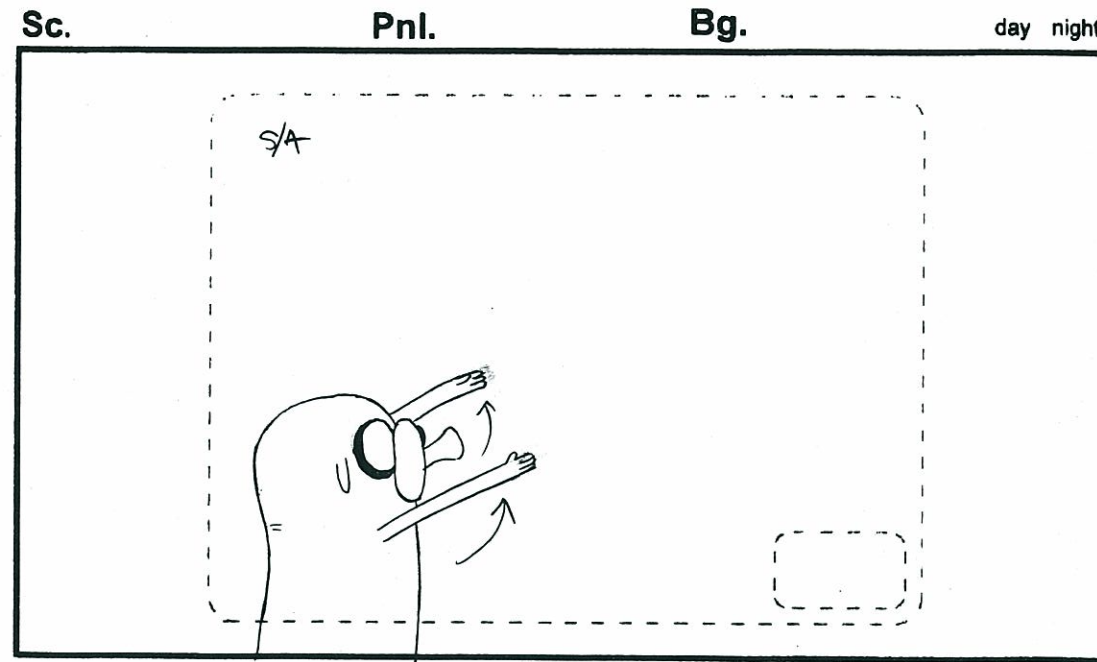
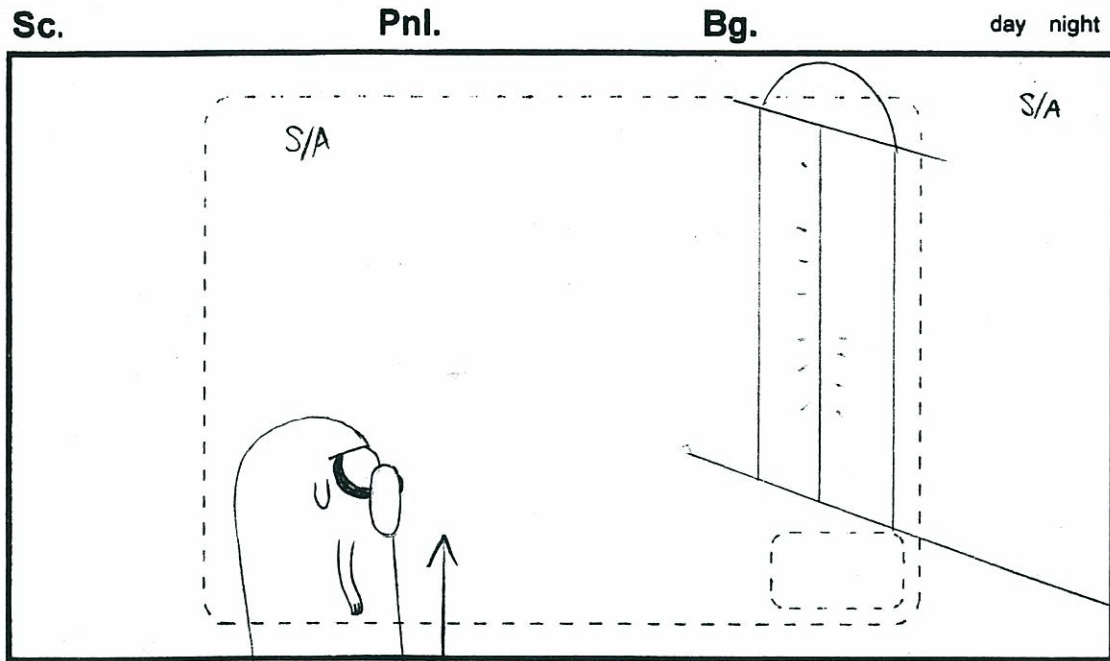
Production :



# ADVENTURE TIME



Page 68



Dialog:

SLAM

JAKE: WOO!

Action:

JAKE RISES INTO FRAME

Timing:

127

128

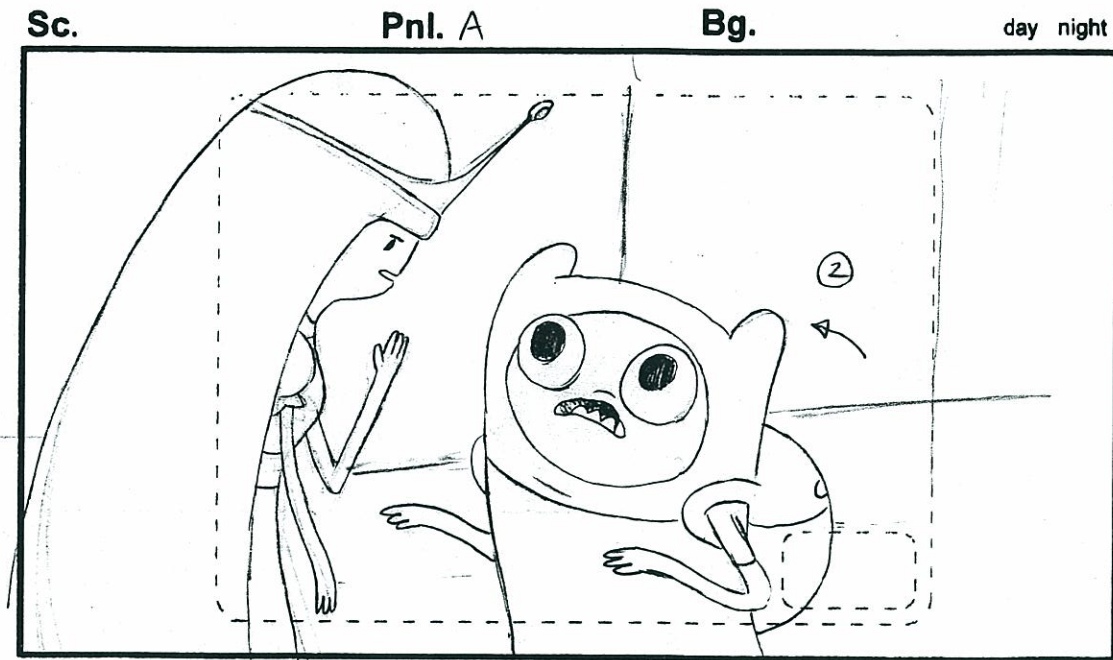
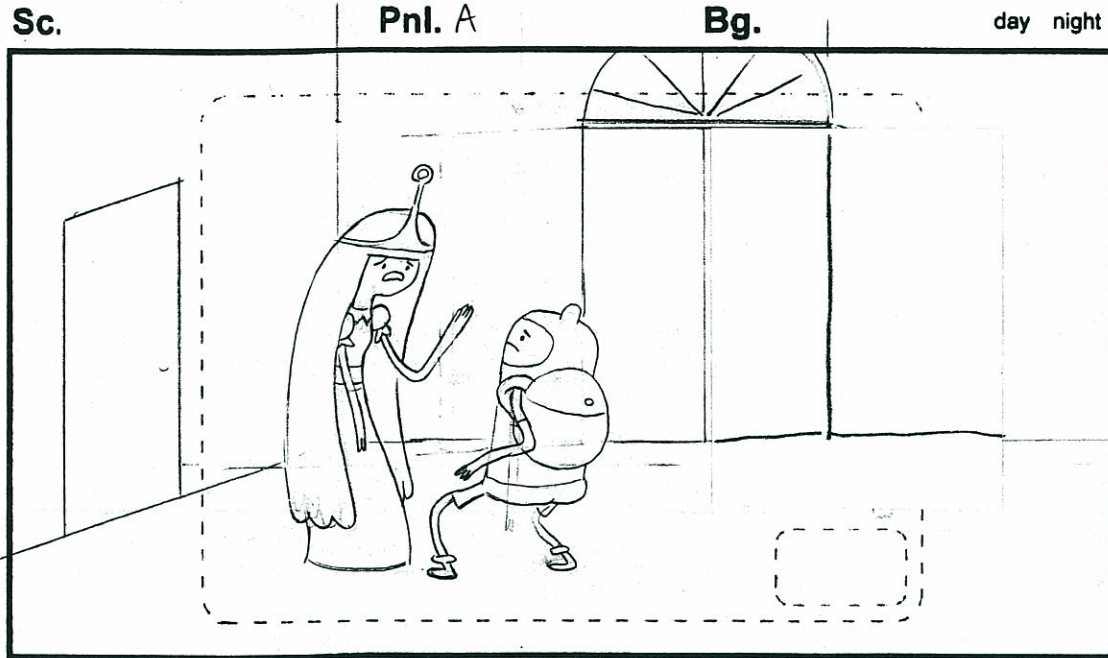
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 69



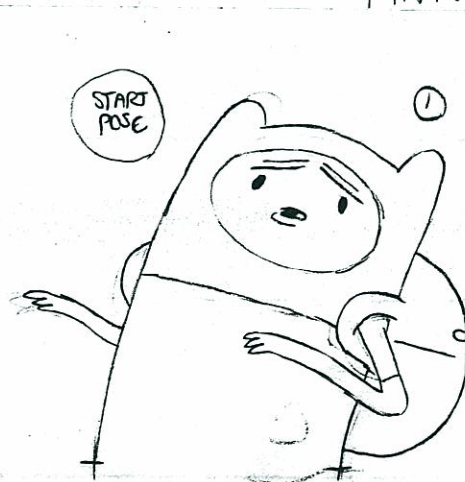
Dialog: PB: THE CANDY PEOPLE CAN'T KNOW ABOUT THE ZOMBIES.

FINN: WHAAA--

Action:

Timing:

129



130

EPISODE # 692009

Production :



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ADVENTURE TIME



(NEXT PG. 72)

Page 70

Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog: PB : IF THEY KNEW THEY WOULD FLIP OUT

Action:

Timing:

131

(F) <sup>1</sup>whaddya mean <sup>2</sup>"Flip out"?



132

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Production :

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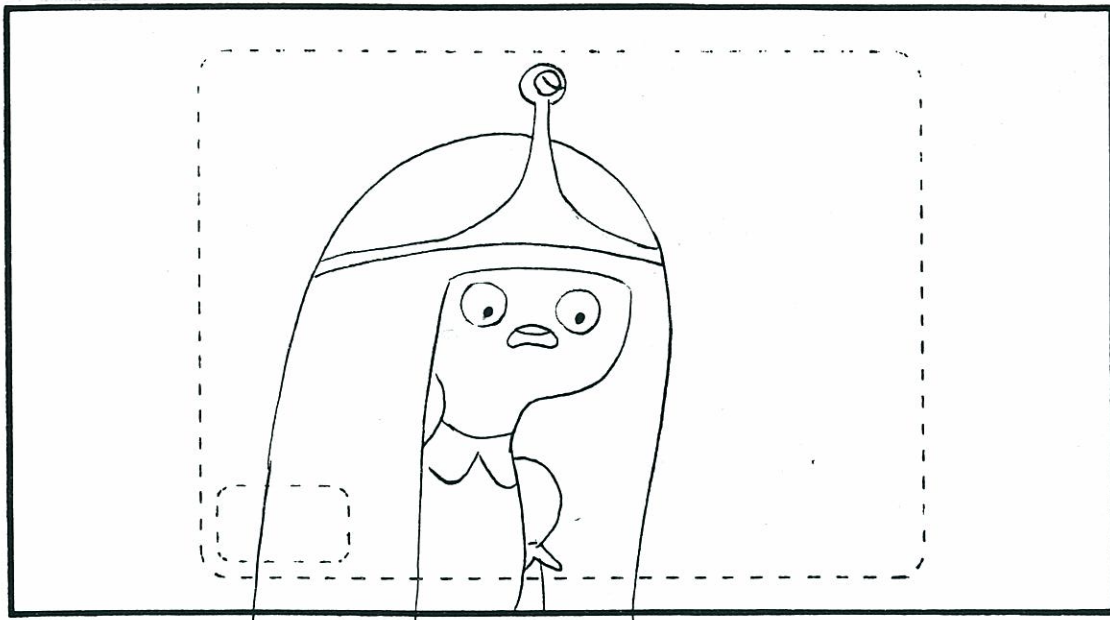
# ADVENTURE TIME



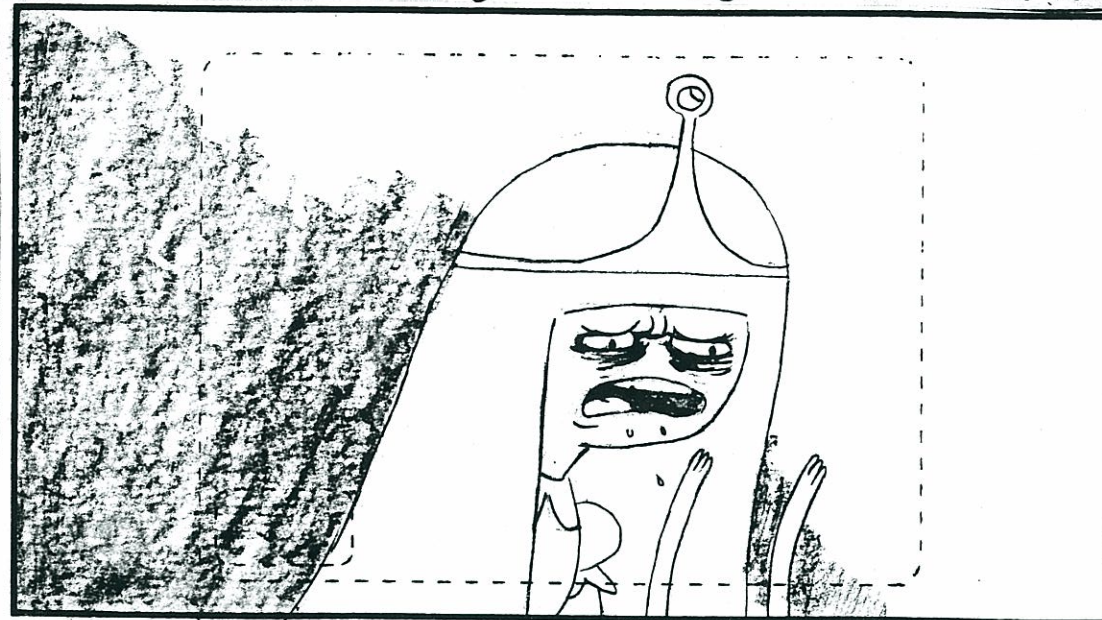
(No P4.71)

Page 72

Sc. Pnl. A Ba. day night



Sc. Pnl. B Bg. day night



Dialog: PB: I MEAN THEY WOULD ...

PB: FLIP. OUT.

Action:

Timing:

133

134

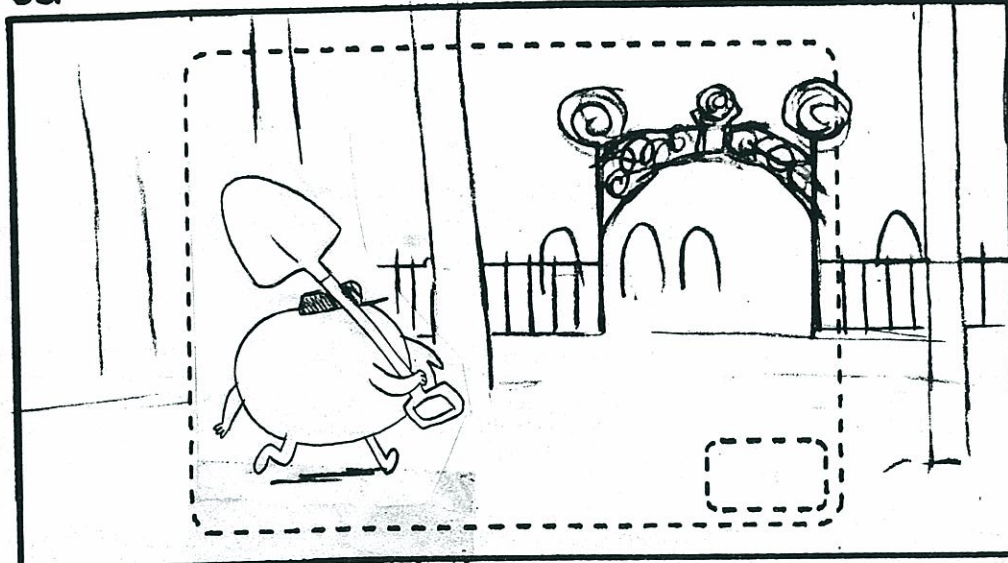
EPISODE # 692009

Production :

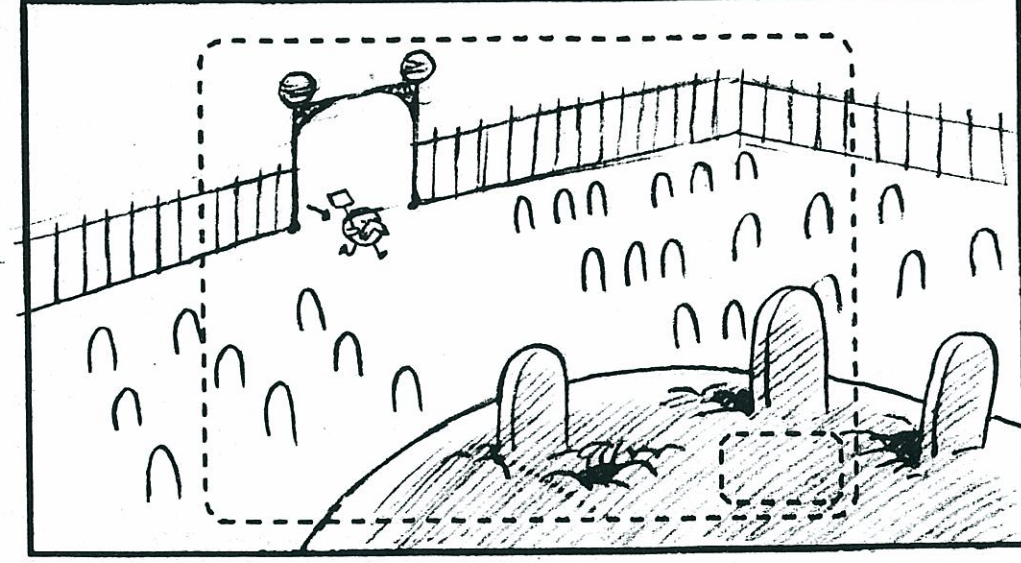




Sc. Pnl. Cg. Lay 1/4/11 SC.



SC. Pnl. Bg. day night



Dialog: STARCHIE : \* WHISTLING \*

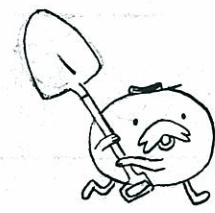
Action: STARCHIE APPROACHES THE GRAVEYARD

Timing:

135



STARCHIE : PRINCESS ?



136

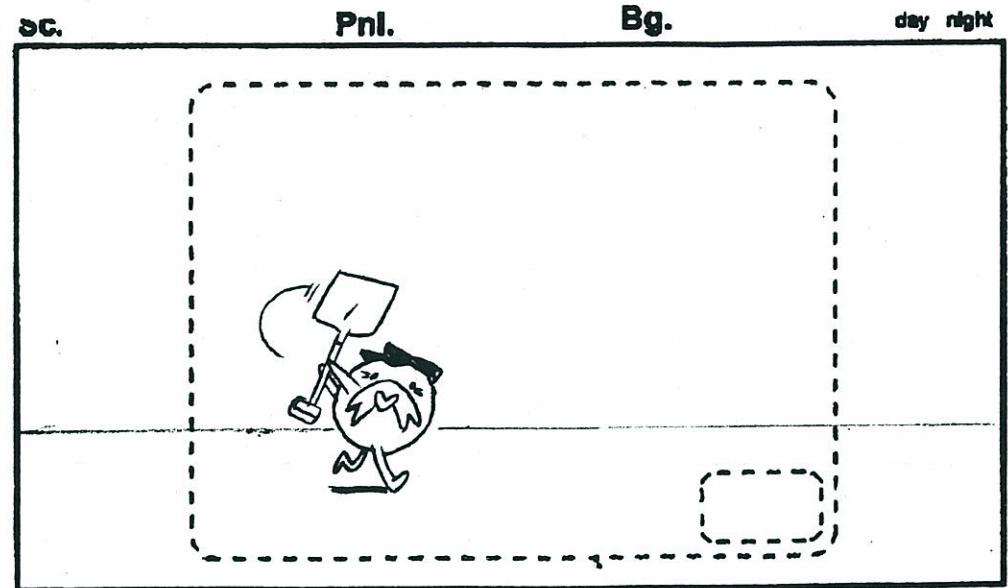
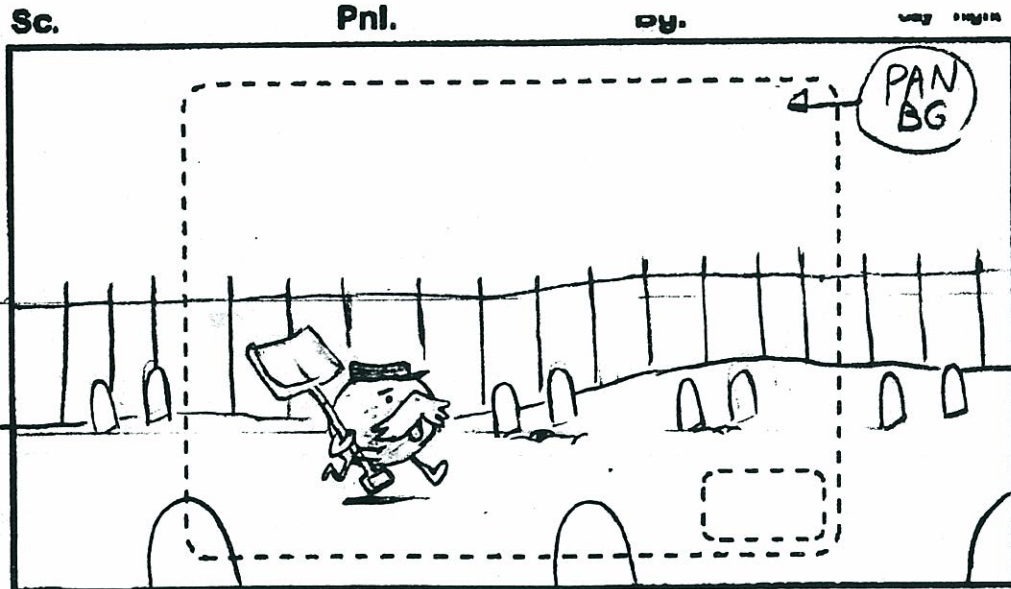
EPISODE 692009

Production





Page 74



Dialog:

S: IT'S ME! STARCHIE  
THE GRAVEDIGGER

S: I BROUGHT YOU A LARGER  
CORPSE SHOVEL.

Action:

Timing:

137

138

EPISODE # 692009

Production:

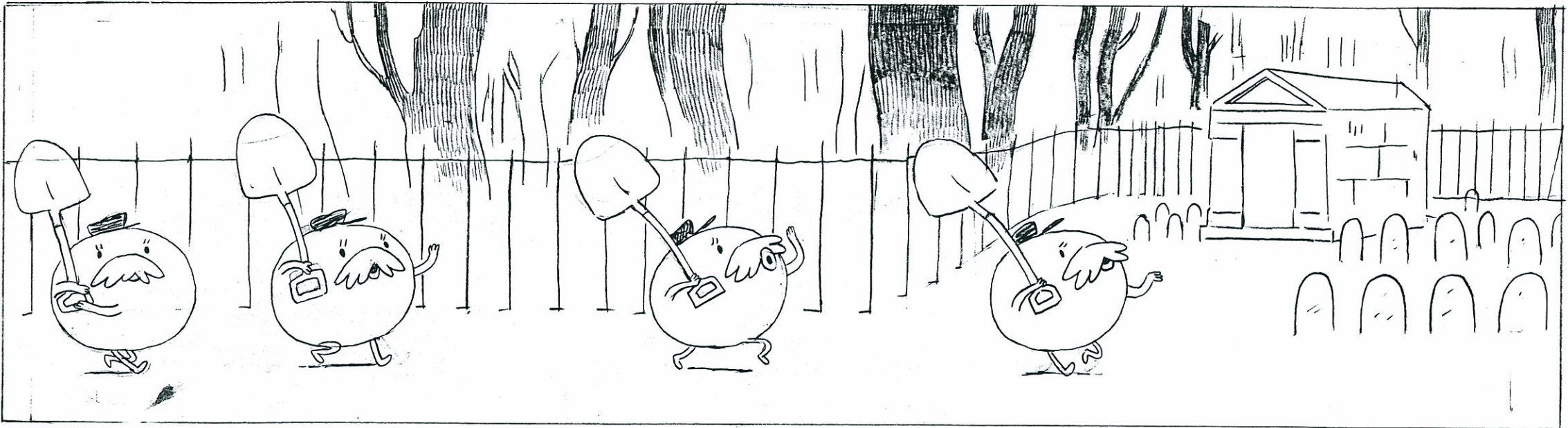


# ADVENTURE TIME



Page 75

Sc. Pnl. Ba. day night Sc. Pnl. Ba. day night



692009

<p><b>Dialog:</b></p> <p>S: PRINCESS ...</p> <p>S: I'LL JUST WAIT FOR YOU HERE THEN..</p>	
<p><b>Action:</b></p>	
<p><b>Timing:</b></p>	
139	140

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: STARCHIE: ... BY THE MAUSOLEUM

S: WITH MY BACK TURNED

Action:

Timing:

141

142

EPISODE # 692009  
Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

S: ... AND MY DEFENSES LOWERED

S: \* LIGHTSABER SOUNDS \*

Action:

MAUSOLEUM DOOR OPENS

CANDY APPLE ZOMBIE EMERGES FROM MAUSOLEUM.

Timing:

143

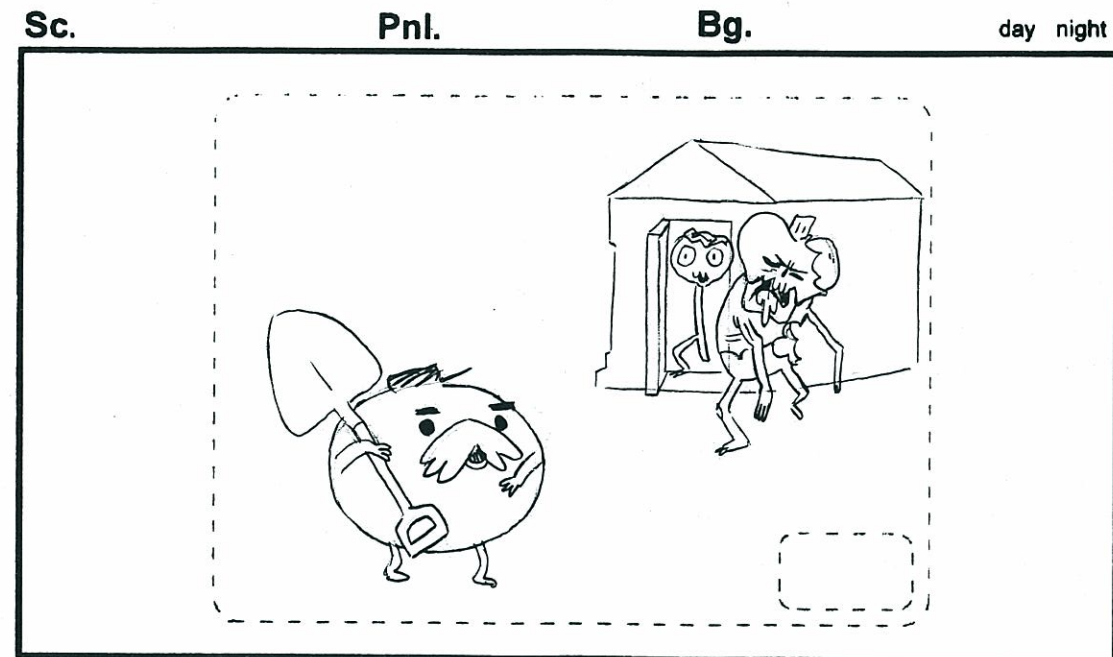
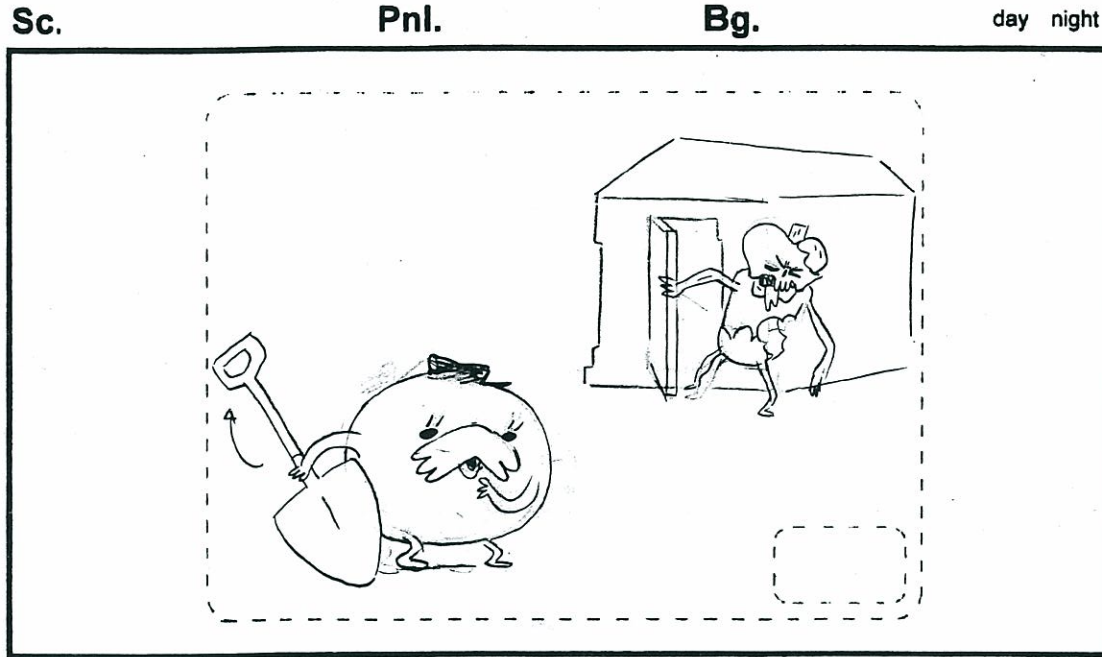
144

EPISODE # 692009  
Production :

# ADVENTURE TIME



Page 78



Dialog: S: SURE ARE A LOT OF EMPTY GRAVES TODAY...

S: MUCH MORE THAN USUAL ...

Action:

Timing:

145

146

EPISODE # 692009

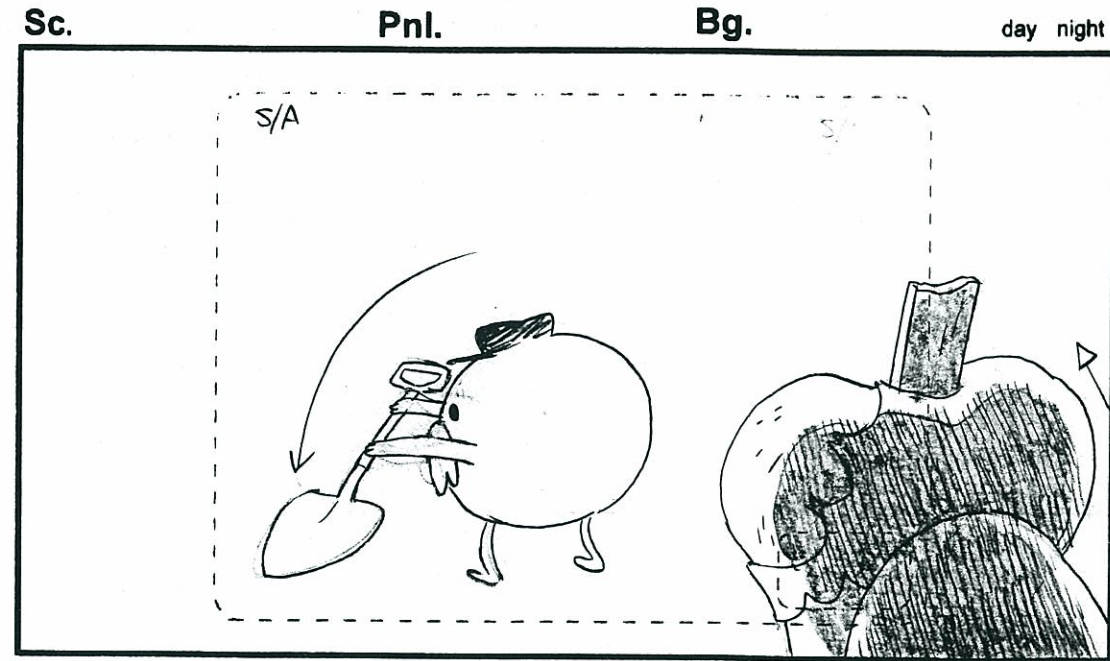
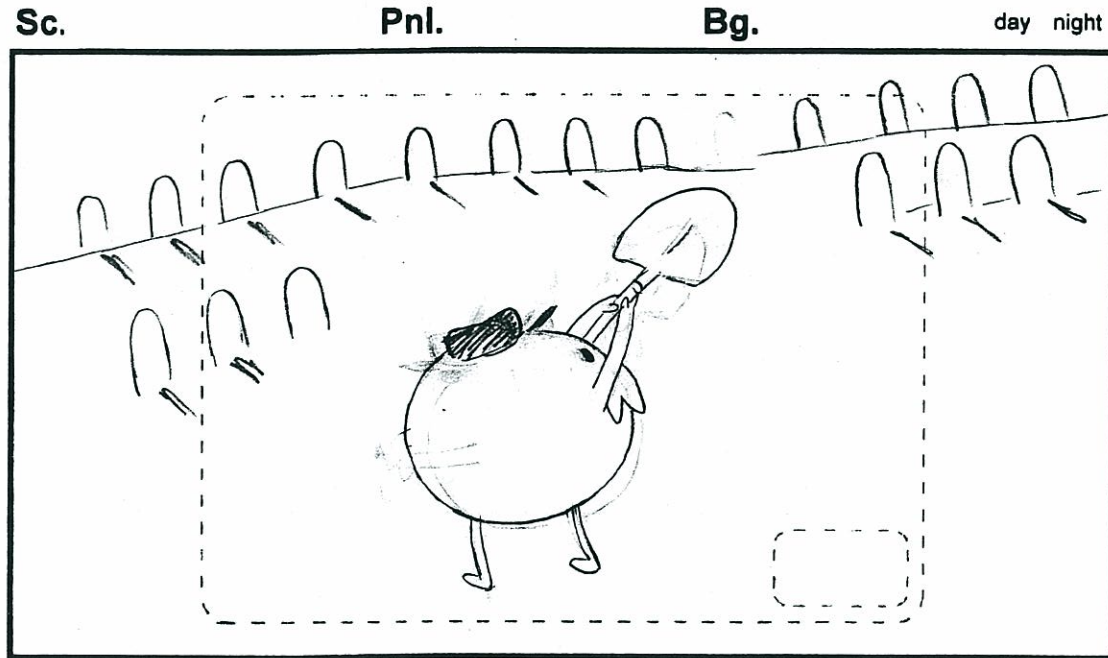
Production :



# ADVENTURE TIME



Page 79



Dialog:  
STARCHIE : \* AIRPLANE SOUNDS\*

S: SHOOOOOM ...

Action:  
STARCHIE PRETENDS THE SHOVEL  
IS A TOY AIRPLANE

Timing:

147

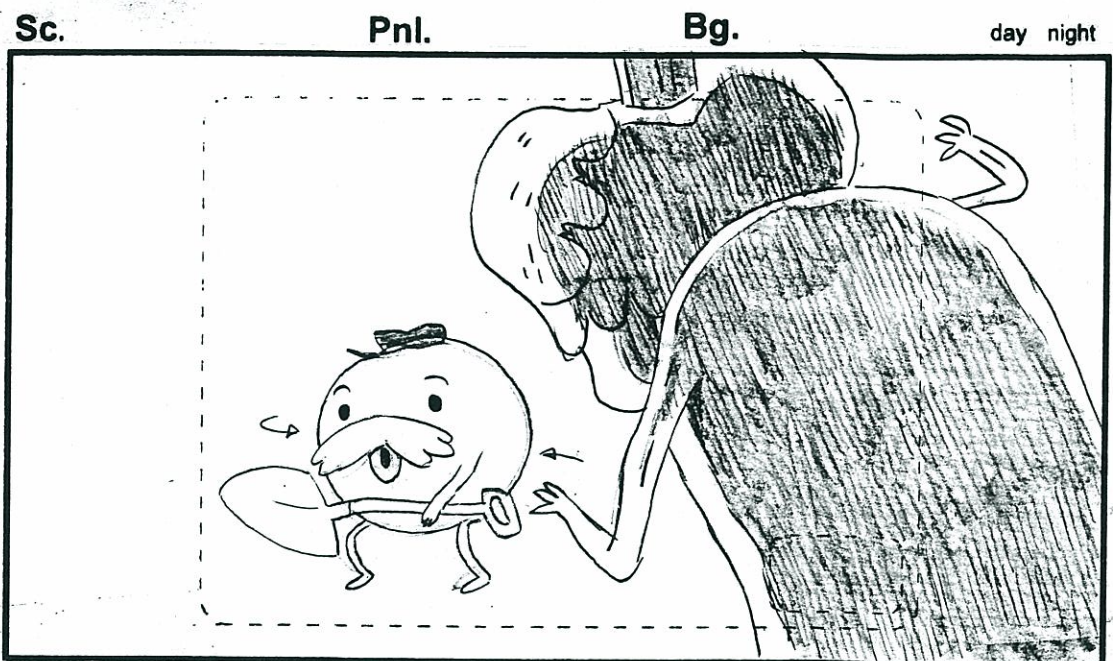
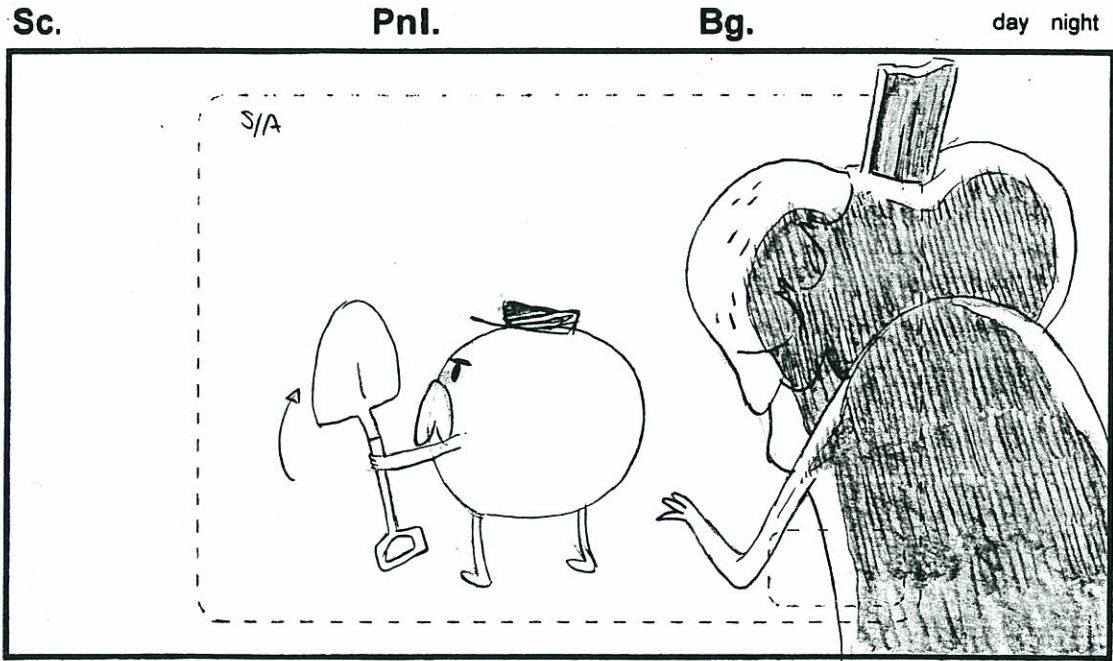
148

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ADVENTURE TIME



Dialog:

S : WHIRR ?

Action:

Timing:

149

150

EPISODE # 692009

Production :

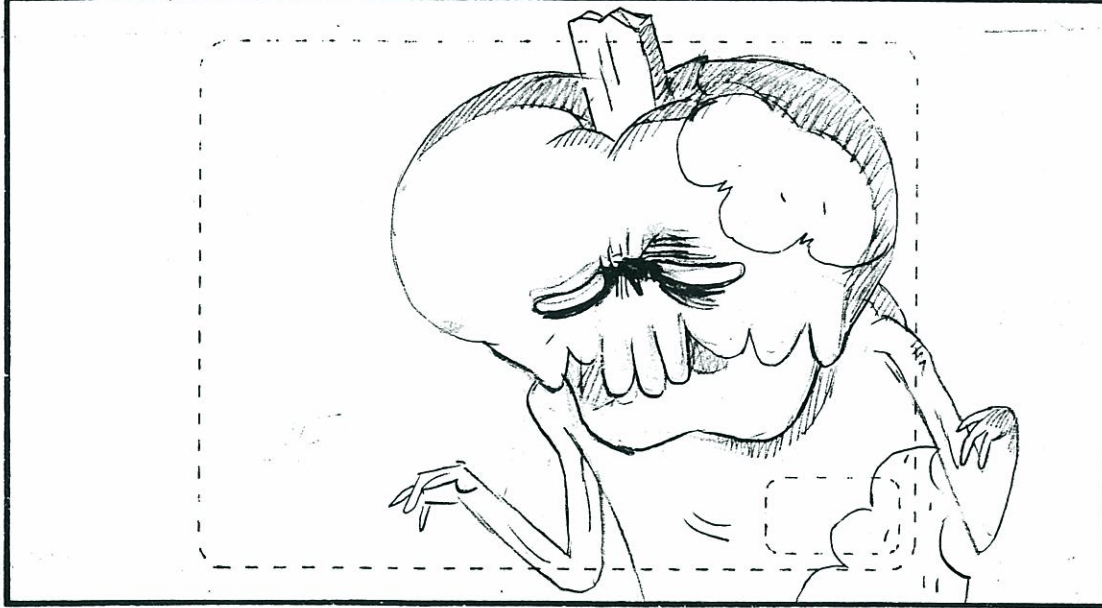


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ADVENTURE TIME



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

151

Sc. Pnl. Bg. day night



Candy Apple Zombie! RRRR! SUGAR!

152

EPISODE # 692009

Production :

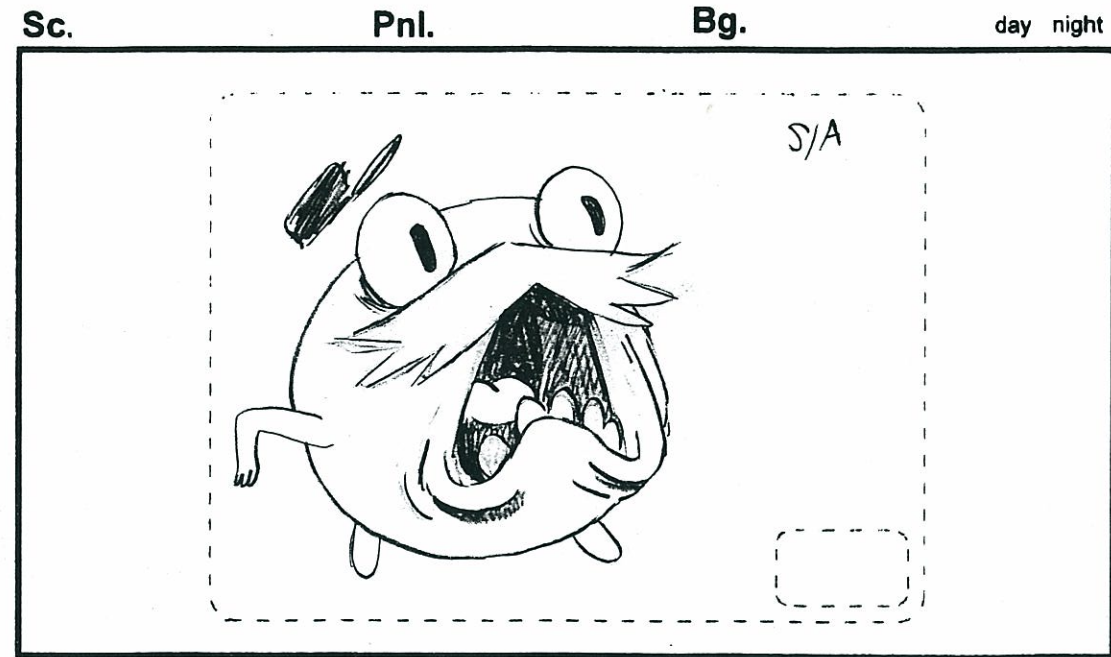
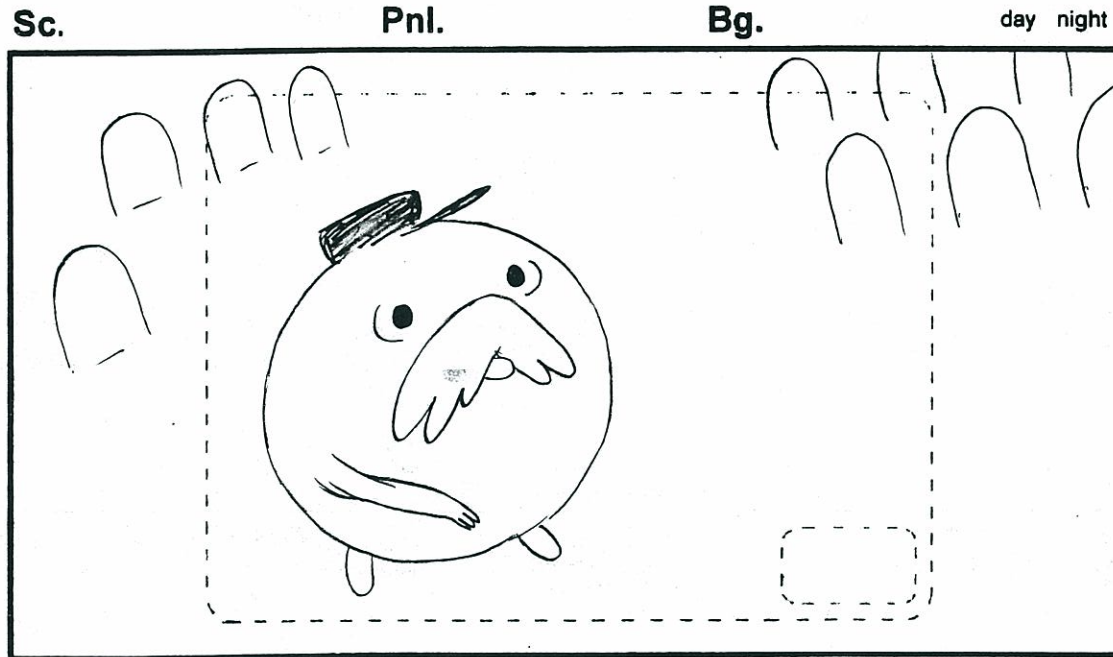
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# ADVENTURE TIME



(NEXT Pg. 85)

Page 82



Dialog:

S: \*SCREAM\*! ~~~~~>

Action:

Timing:

153

154

EPISODE # 692009

Production :



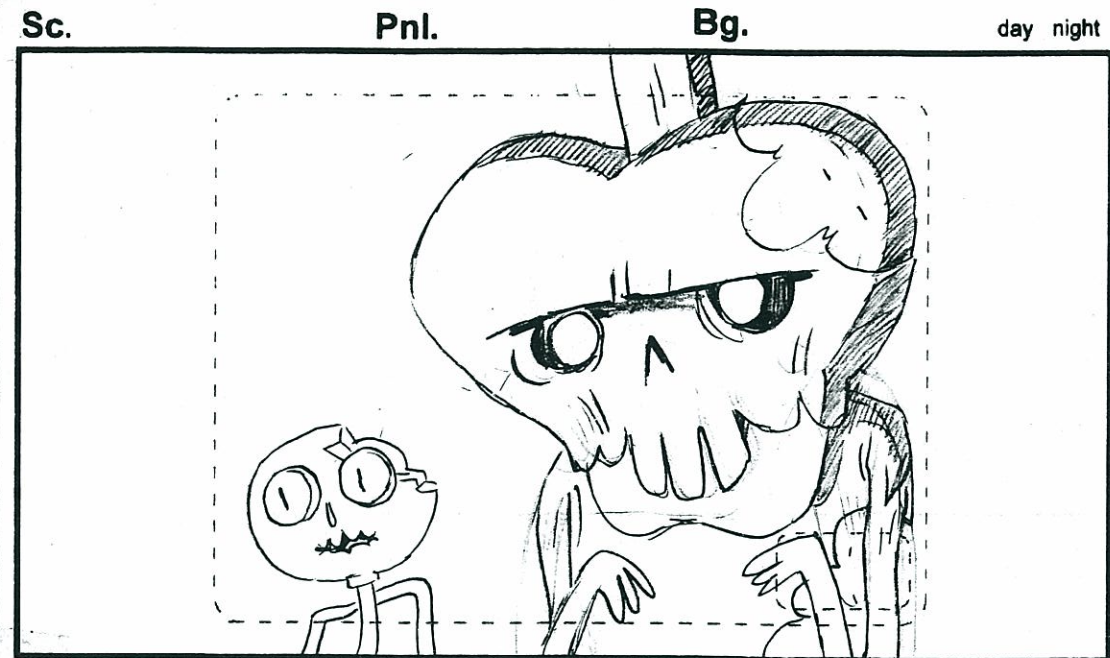
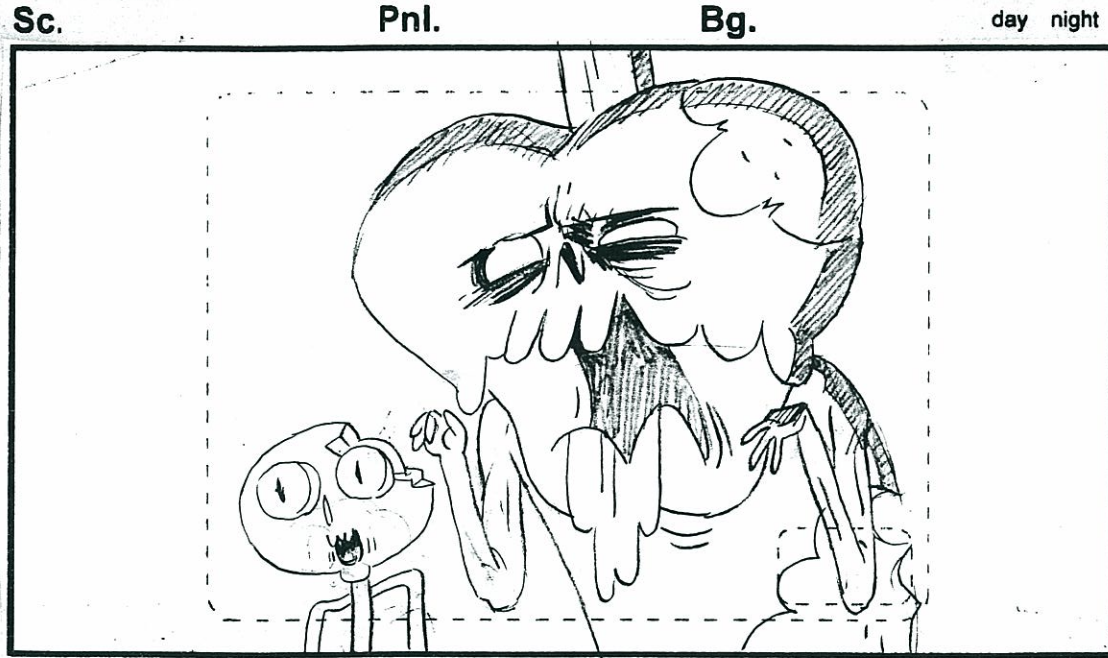
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# ADVENTURE TIME



(PREVIOUS PG. 82)

Page 85



Dialog:

STARchie! (o.s.) (screaming) Ahh! Ahh! Ahhh! Ah! Ah!!

Action:

Timing:

155

156

EPISODE # 692009

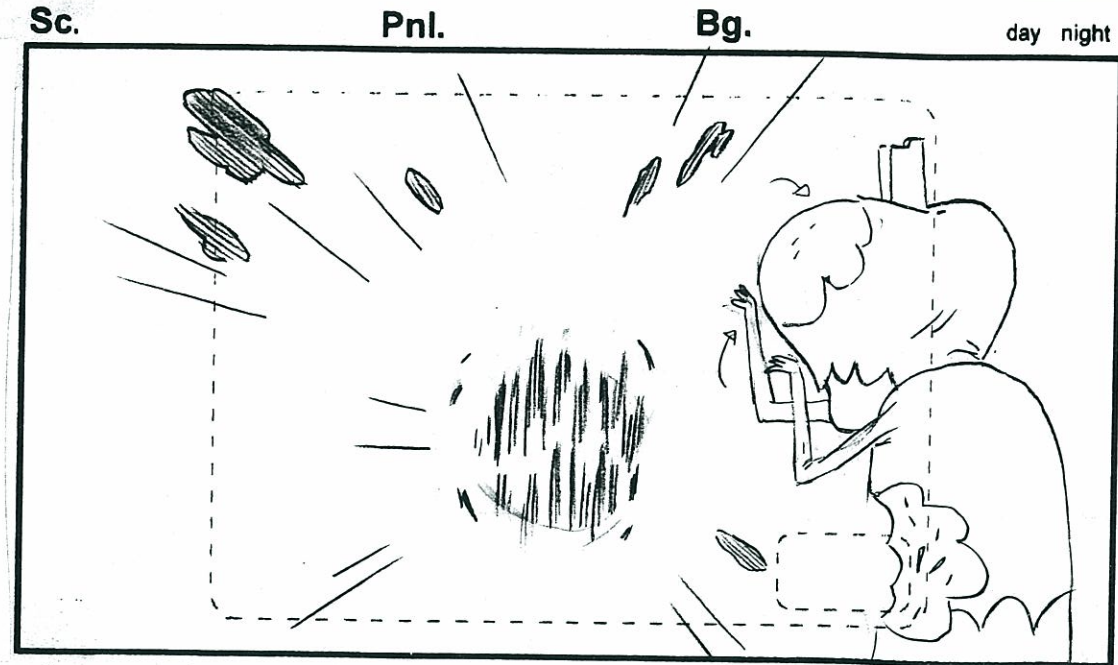
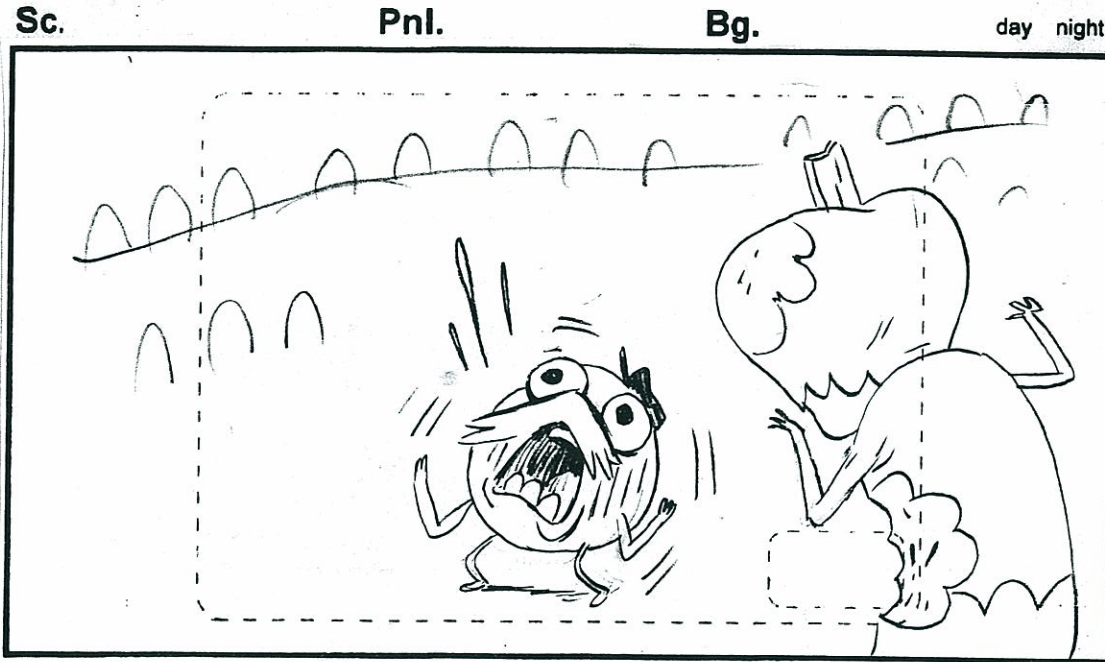
Production :

# ADVENTURE TIME



(NEXT Pg. 93)

Page 86



Dialog:

STARCHIE: AAAAGHH!!

\* EXPLOSION \*

Action:

STARCHIE VIBRATES WILDLY.

Timing:



157

158

EPISODE # 692009

Production :

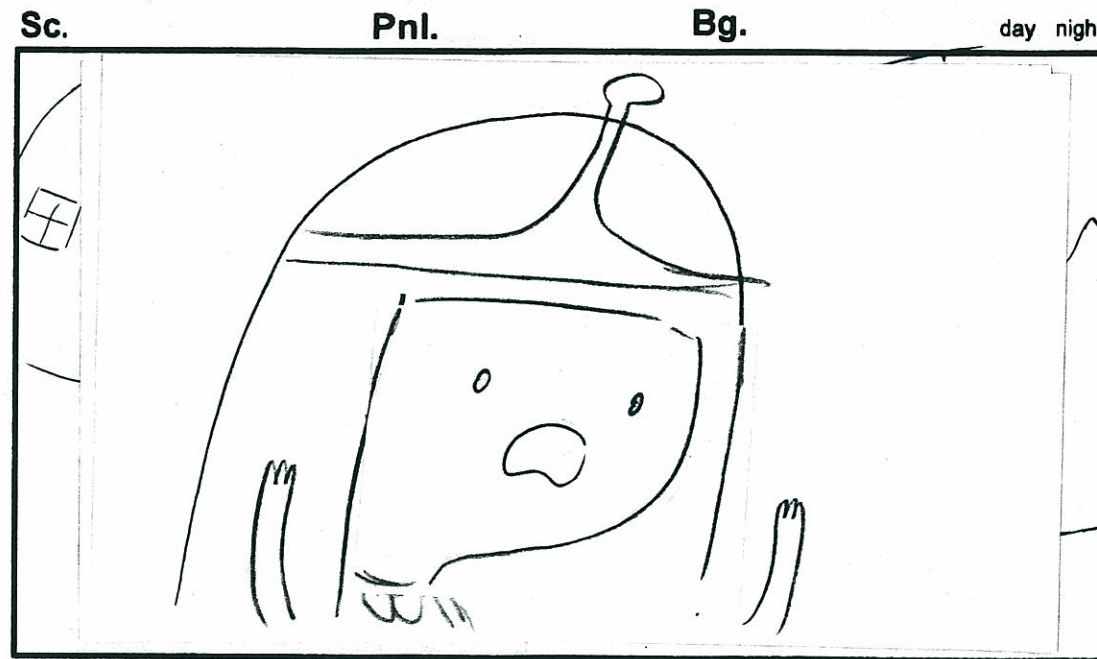
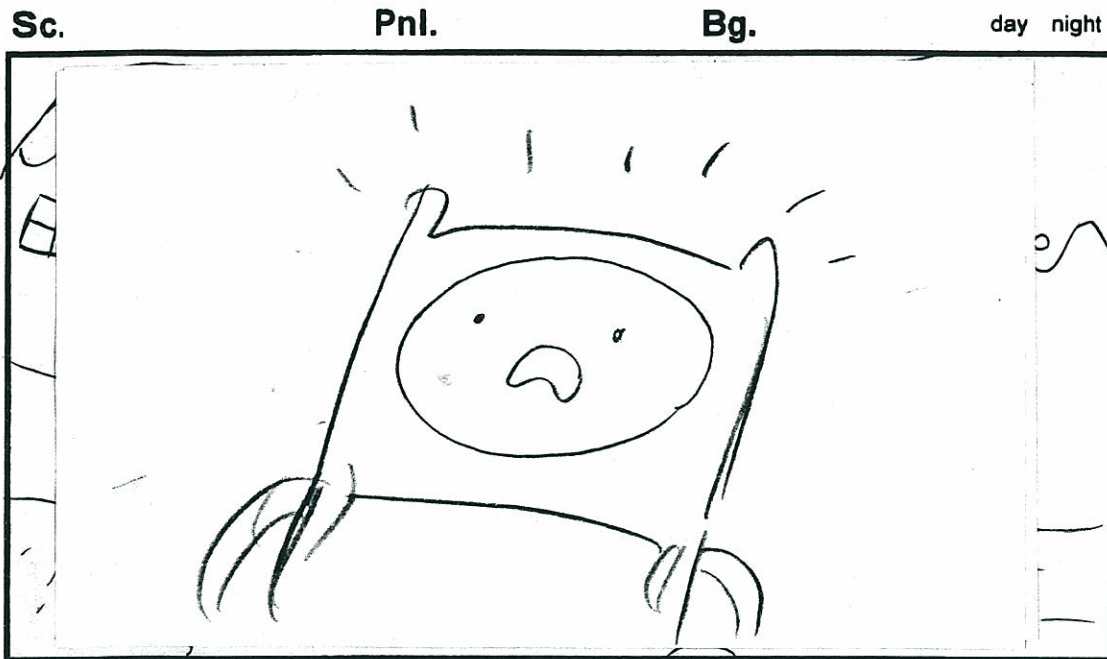


# ADVENTURE TIME



(PREVIOUS PL. 86)

Page 93



Dialog:	Act:	Time:
(F) Candy people explode when they get scared!?		

159

(PB) Yes it's in their DNA code!
ACTS
"Yes, it's simple genetics!"
"scientifically speaking, Yes!"
"Yes, scientifically speaking!"

160

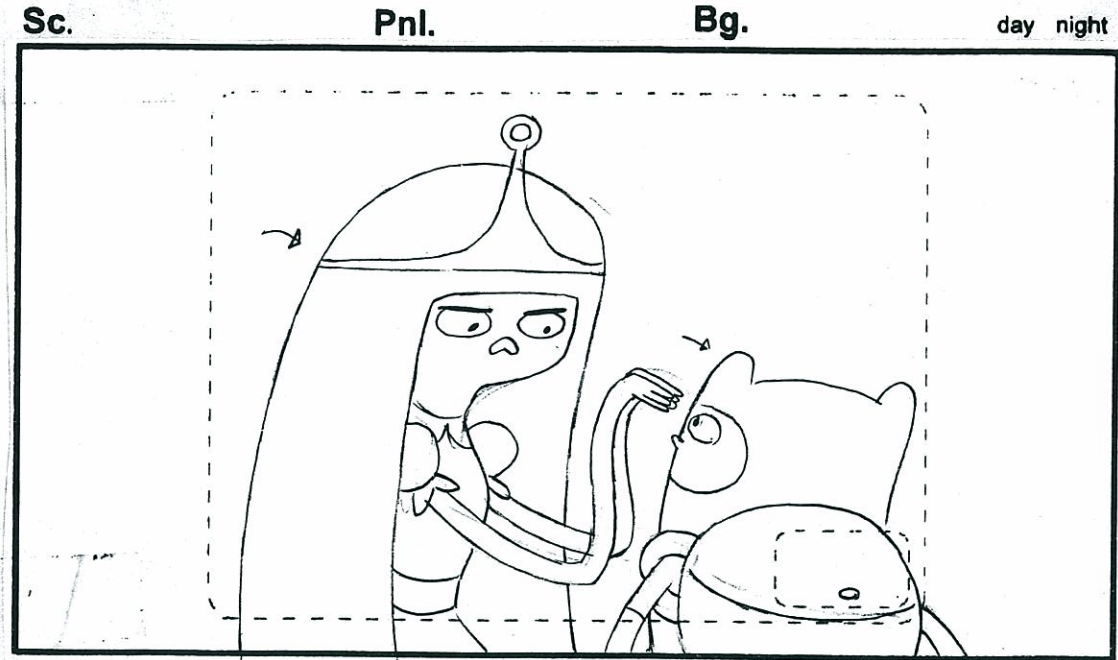
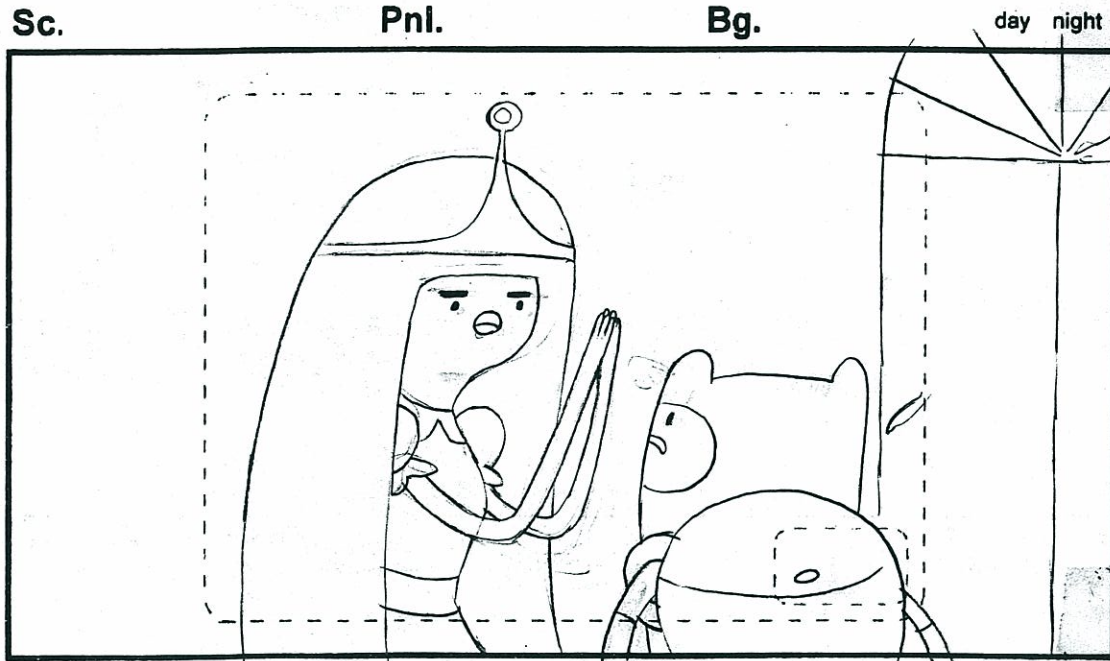
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 99



Dialog	PB: Not telling the candy people about the zombies is so important that you need to promise...	SE...
Action		
Time		

161

r.94(a)

PB: ROYAL PROMISE Not to let anyone find out about the zombies ... EVER.

162

EPISODE # 692009

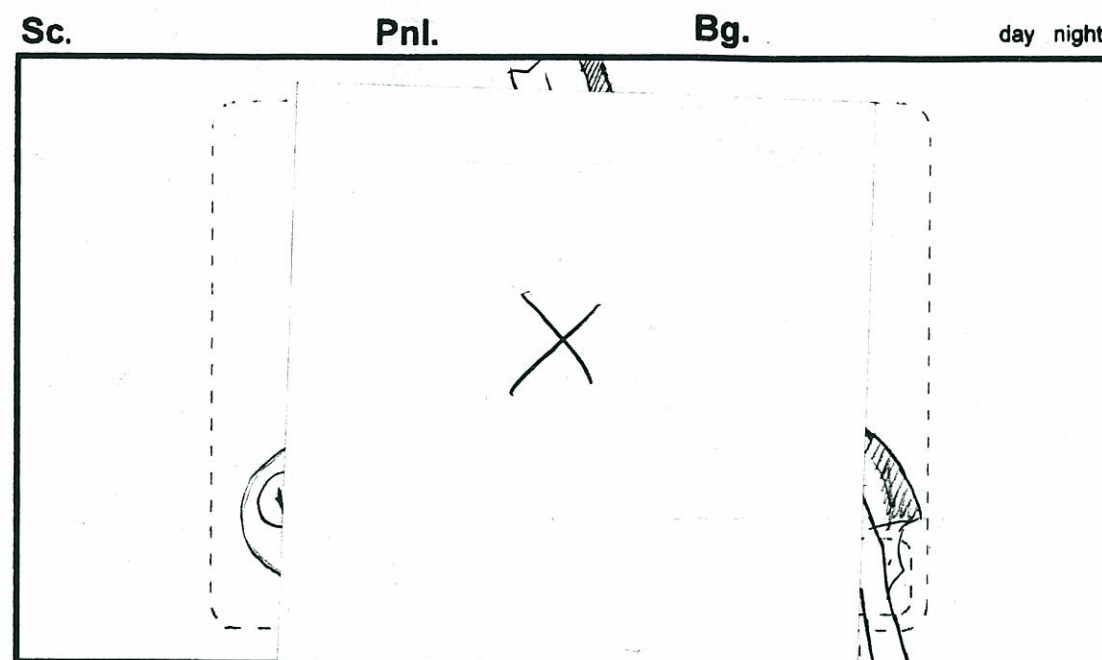
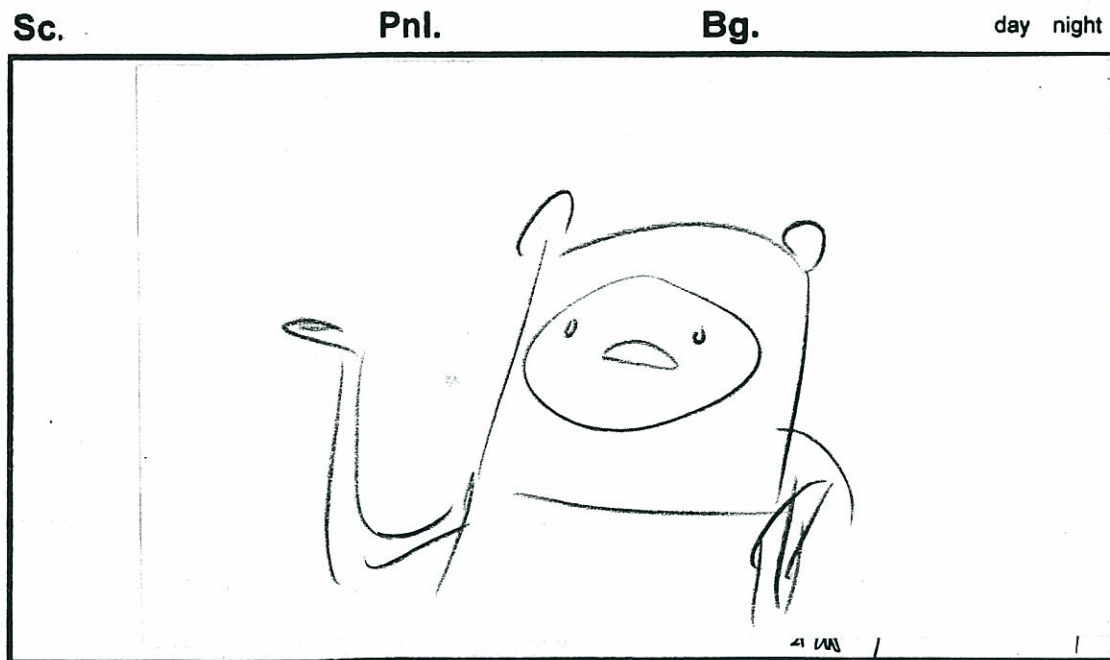
Production :



# ADVENTURE TIME



Page 99 A



Dialog:

Finn  
OK - sure

Action:

Timing:

163

164

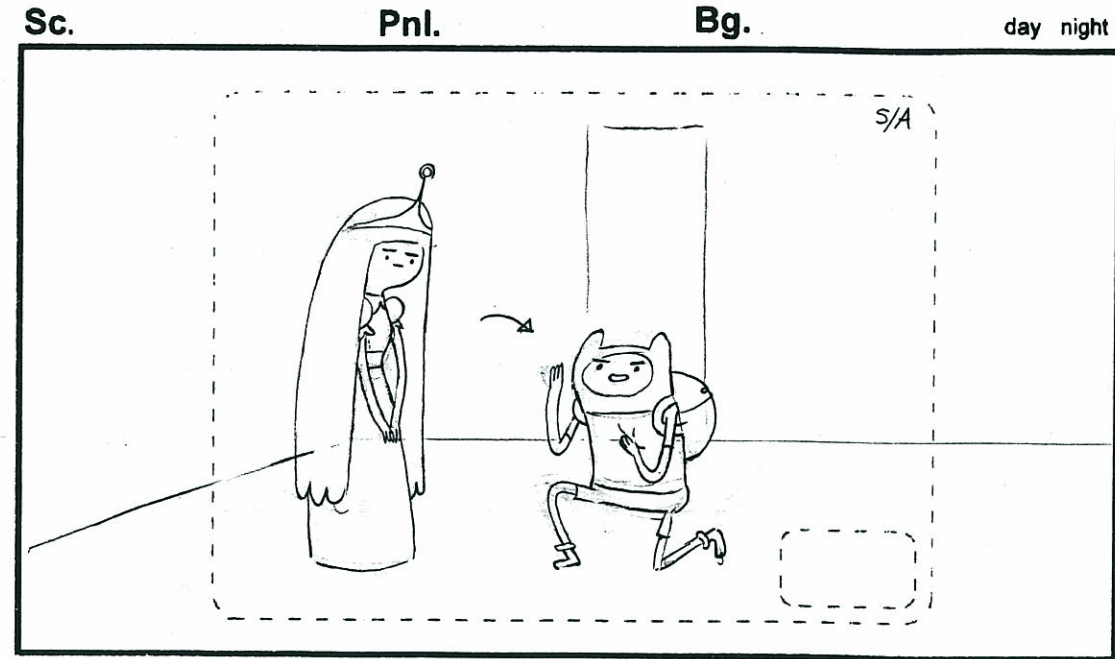
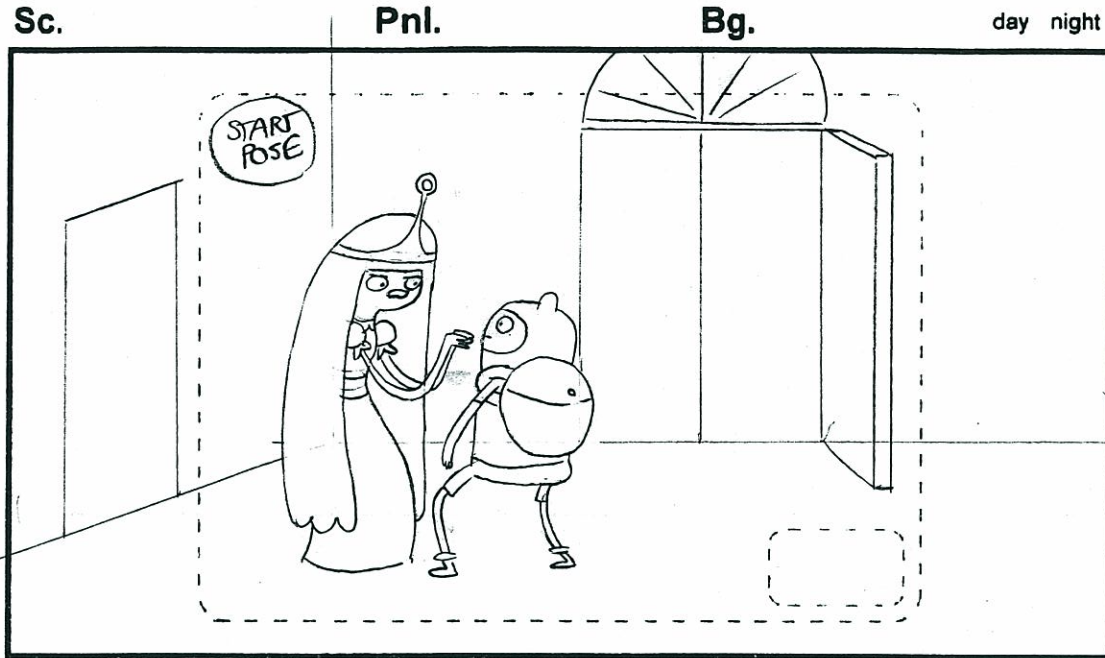
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 95



Dialog: (PB) NO Finn, you have to  
Royal Promise!

FINN: YES. I ROYAL PROMISE.

Action: FINN DROPS TO ONE KNEE

Timing:

165

166

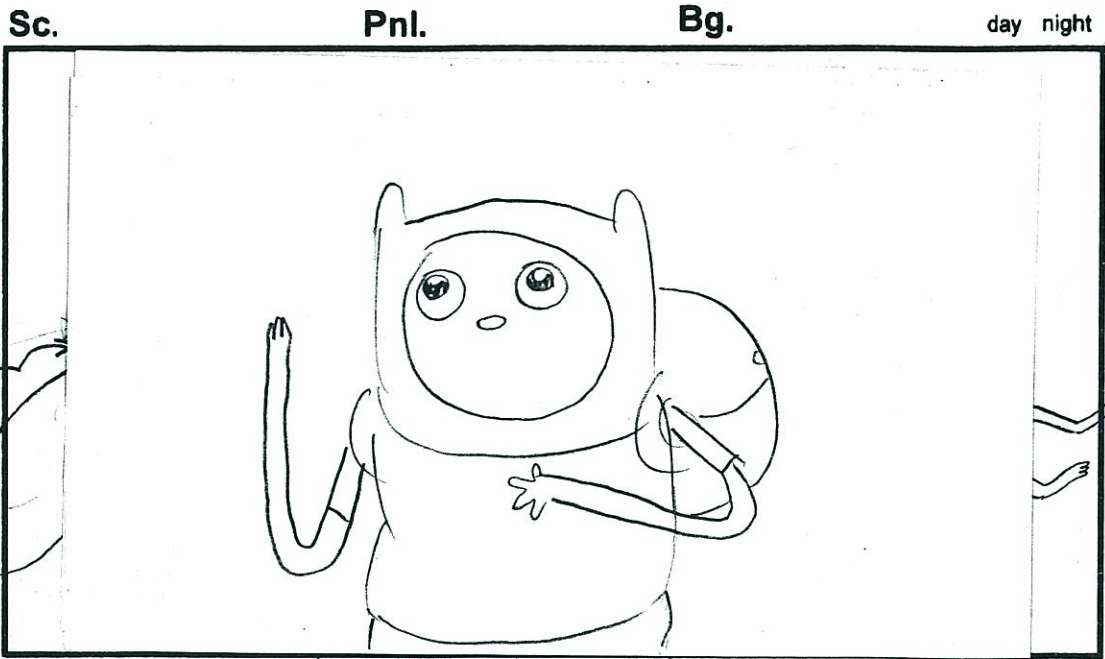
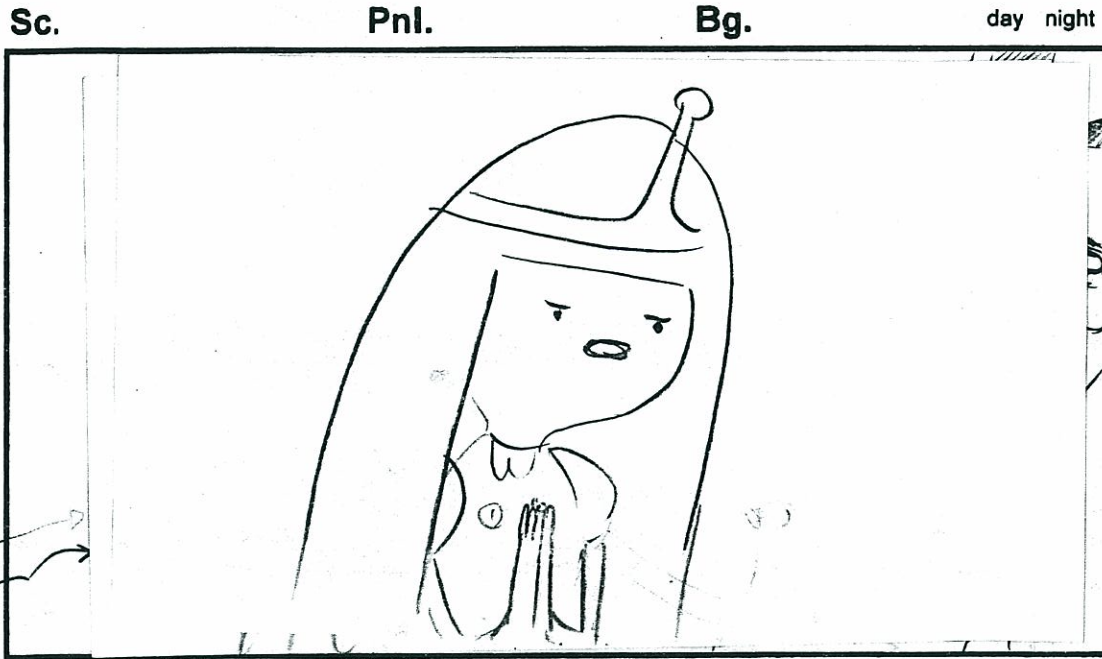
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ADVENTURE TIME



EPISODE # 692009

Production :

Dialog:

(PB) Remember - You can  
NEVER Break a Royal Promise.

(F) NO PROBLEM.

Action:

2

s



Timing:

167

168

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action
Timing

169

170

EPISODE # 692009

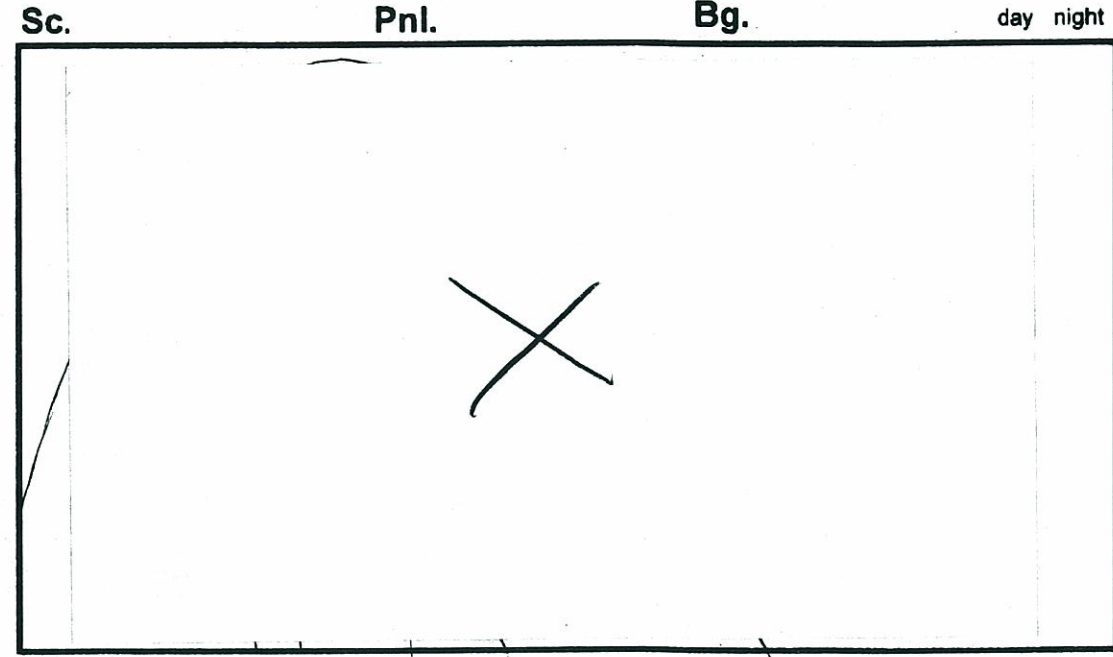
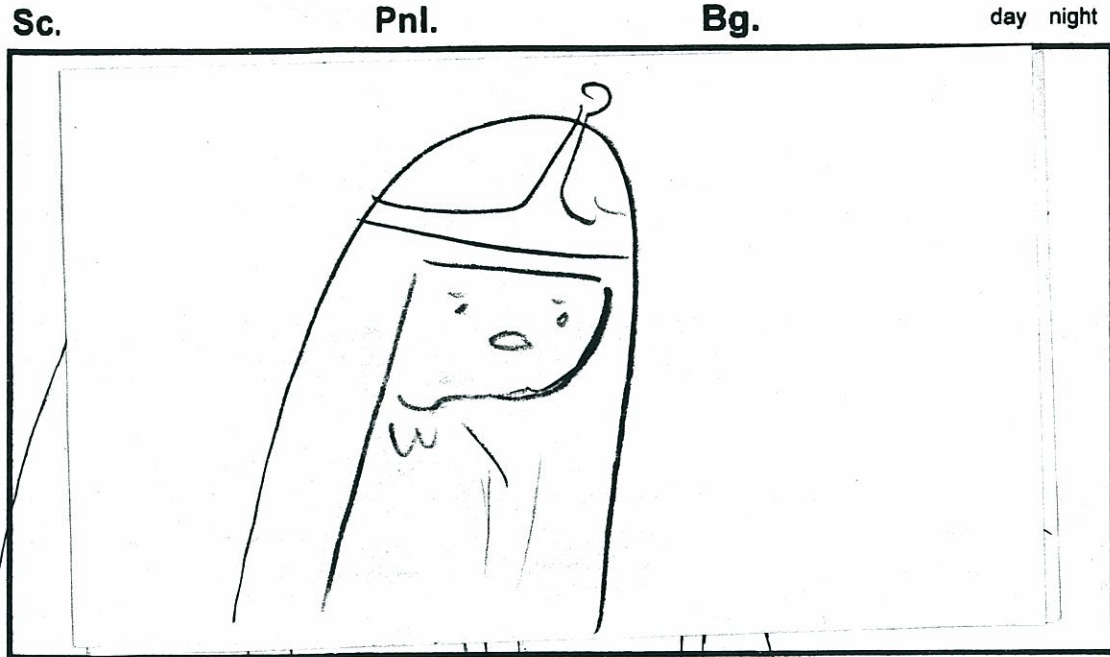
Production :



# ADVENTURE TIME



Page 104



Dialog: (PP): OK, good - Now I must cloister myself in the lab & finish (the equation to) my decorpinator serum, F:  
You Keep the candy folk distracted & ignorant.

Action:

Timing:

171

172

EPISODE # 692009

Production :

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# ADVENTURE TIME



Page 105

Sc.	Pnl. A	Bg.	day	night

Sc.	Pnl. B	Bg.	day	night
	<div>S/A</div>			

Dialog:
Action:
Timing:

173

PB: CAN YOU DO THAT?


174

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Production :



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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Ba.	day	night

EPISODE # 692009

Dia

175


176

F: Yes, your highness!  
alt: Yes, your hineyness!  
alt: Yes, Princess.  
Butt-blegum!

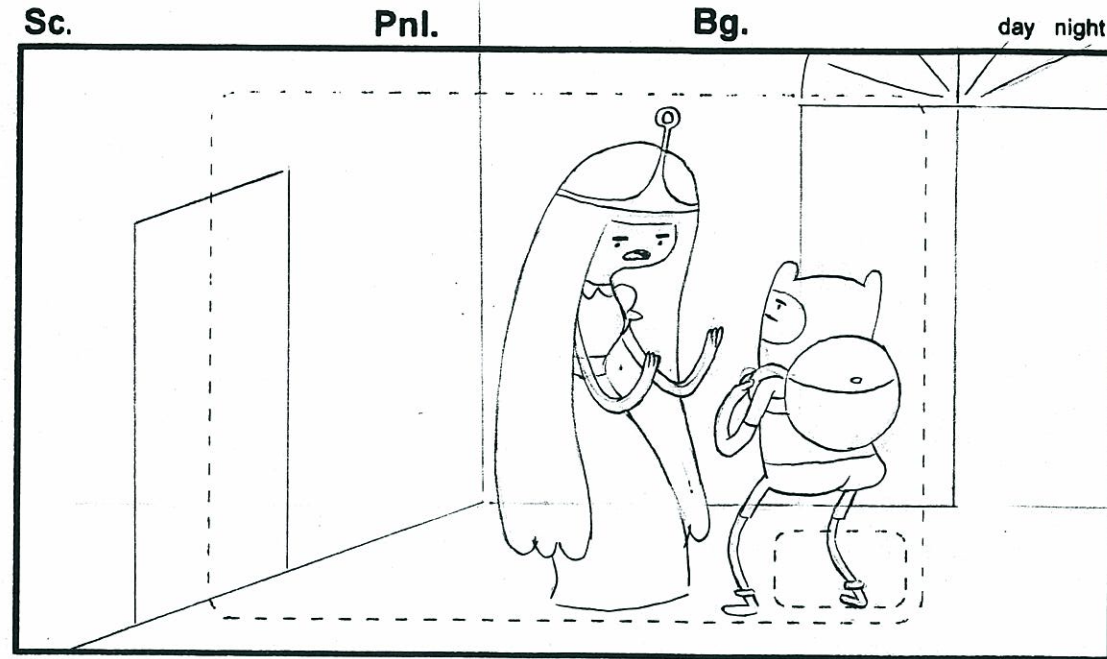
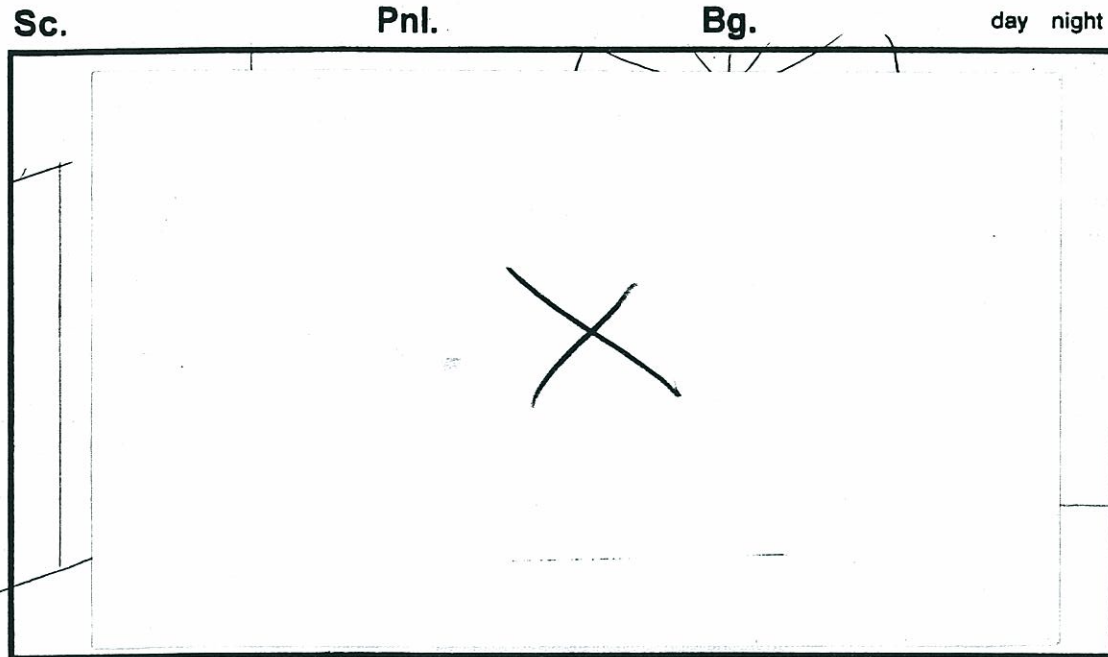
Production :

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# ADVENTURE TIME



Page 107



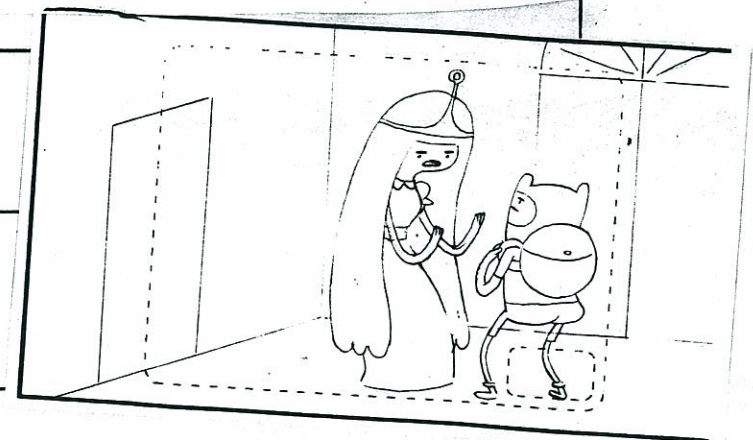
EPISODE # 692009

Dialo	
Actio	
Timir	

177

PB * sigh * good
ADJ. WITH ACTION

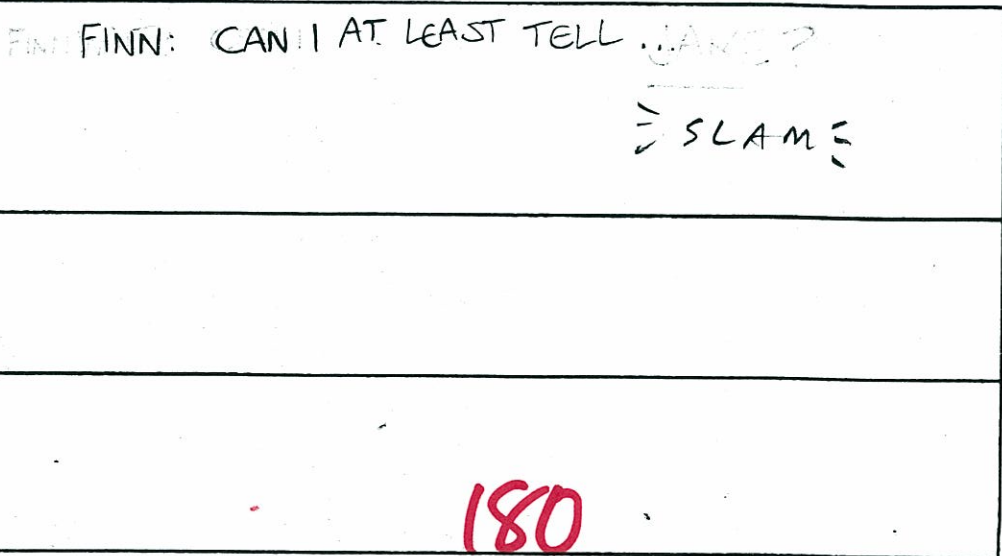
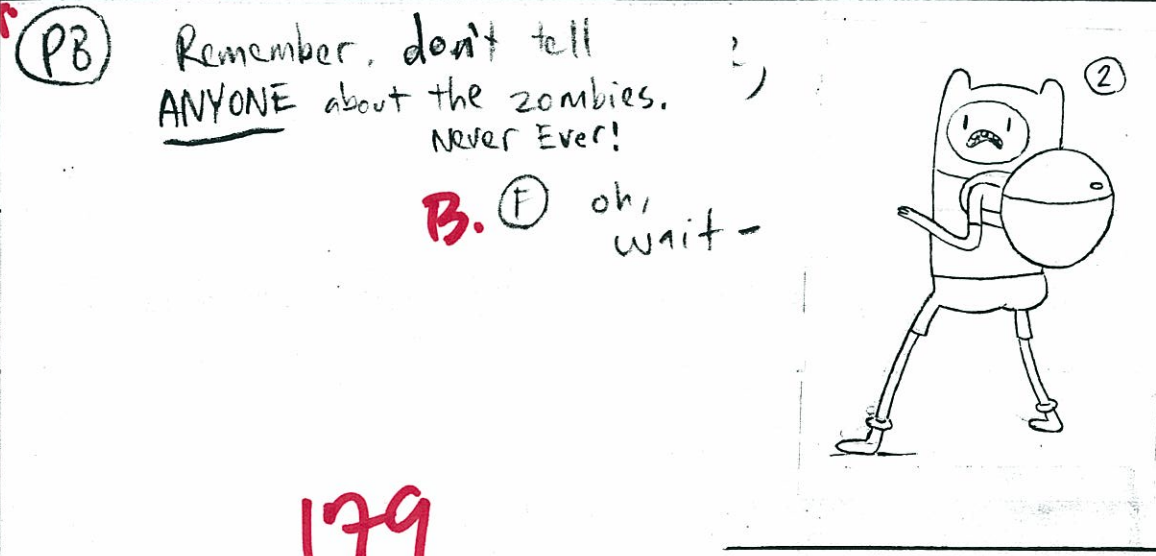
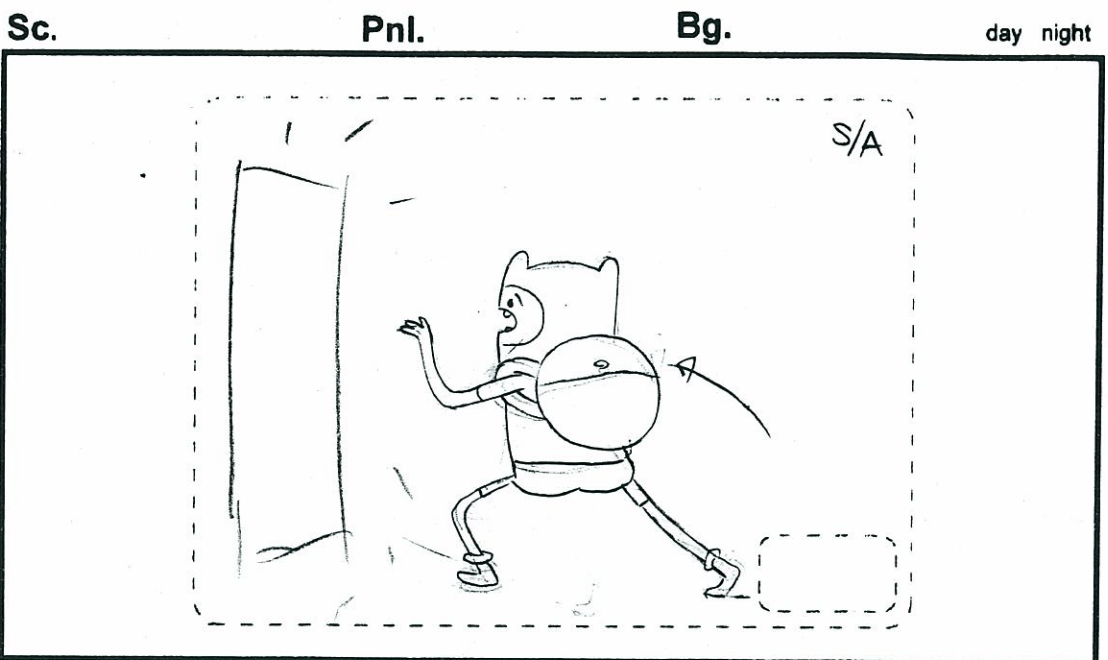
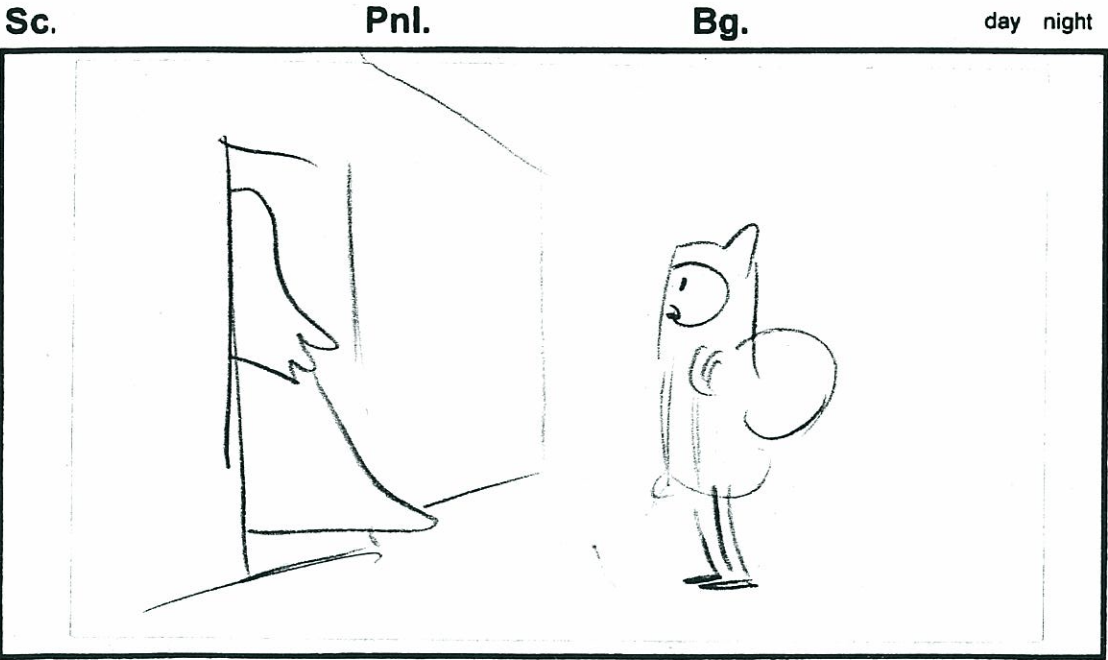
178





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ADVENTURE TIME



179

180

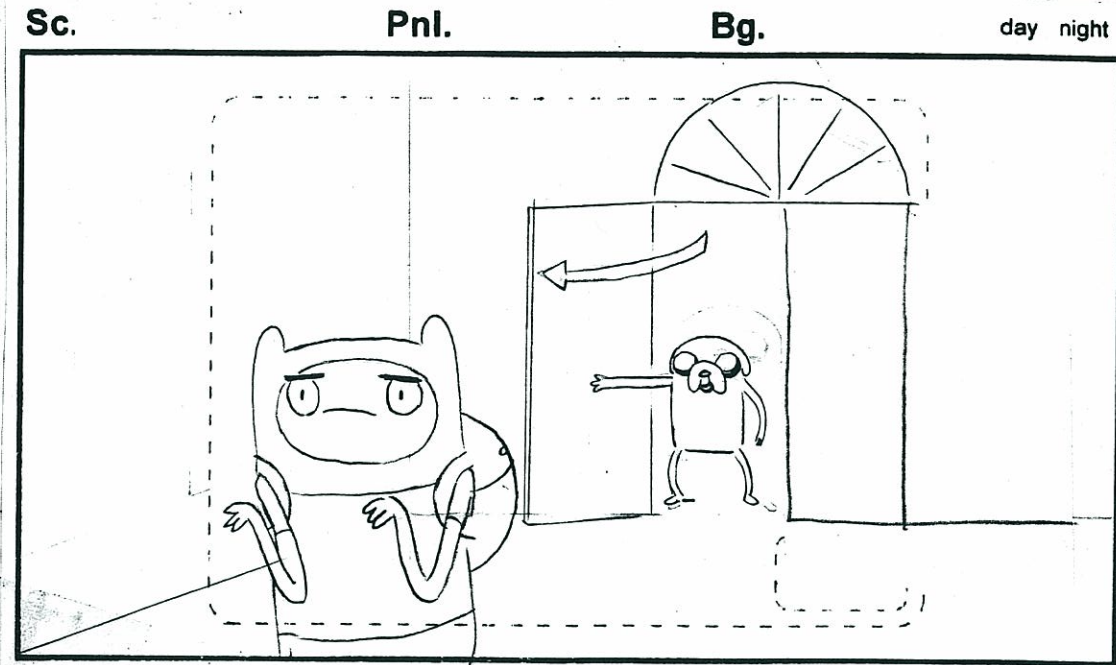
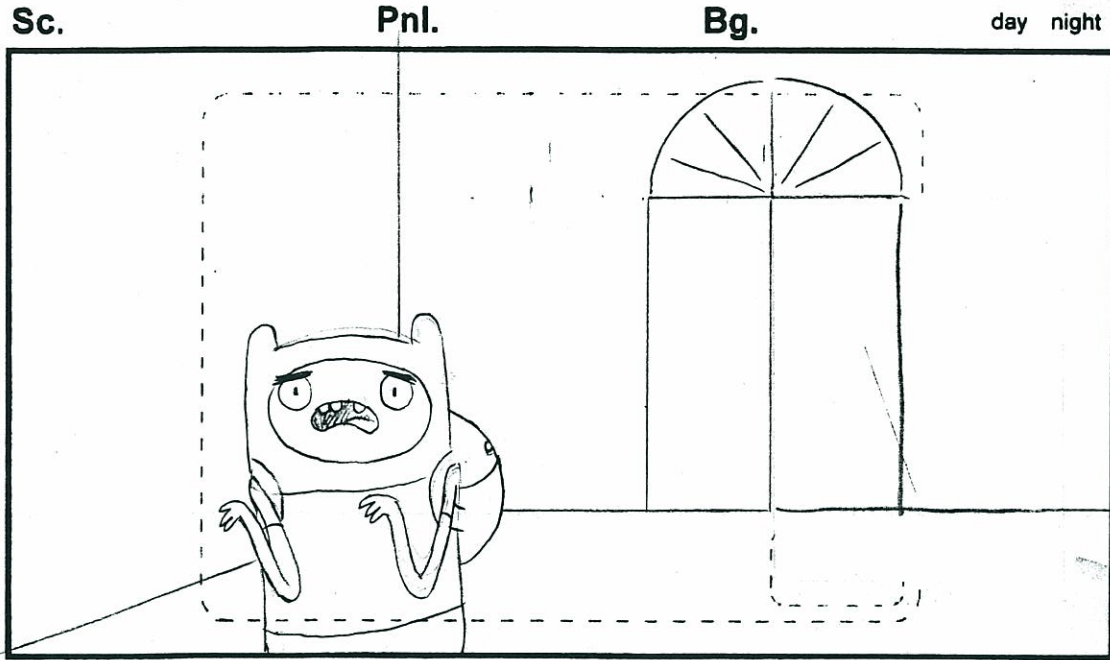
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 109



Dialog:

FINN: JAKE!

J: TELL ME ABOUT WHAT, DUDE?

Action:

JAKE SLAMS OPEN THE DOOR

Timing:

181

182

EPISODE # 692009

Production :

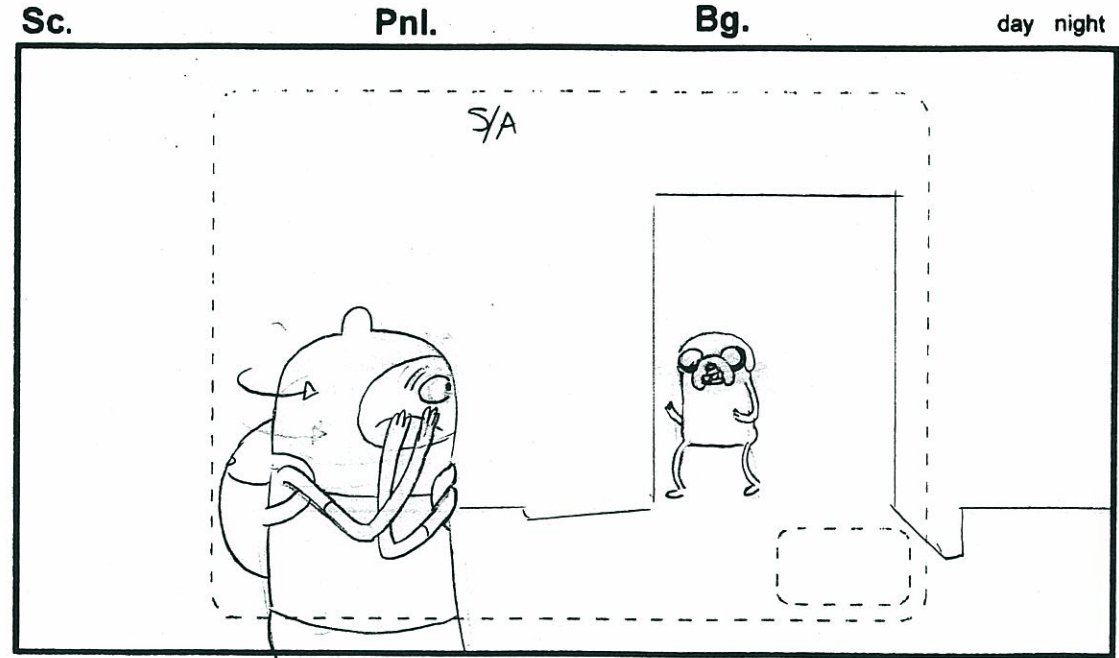
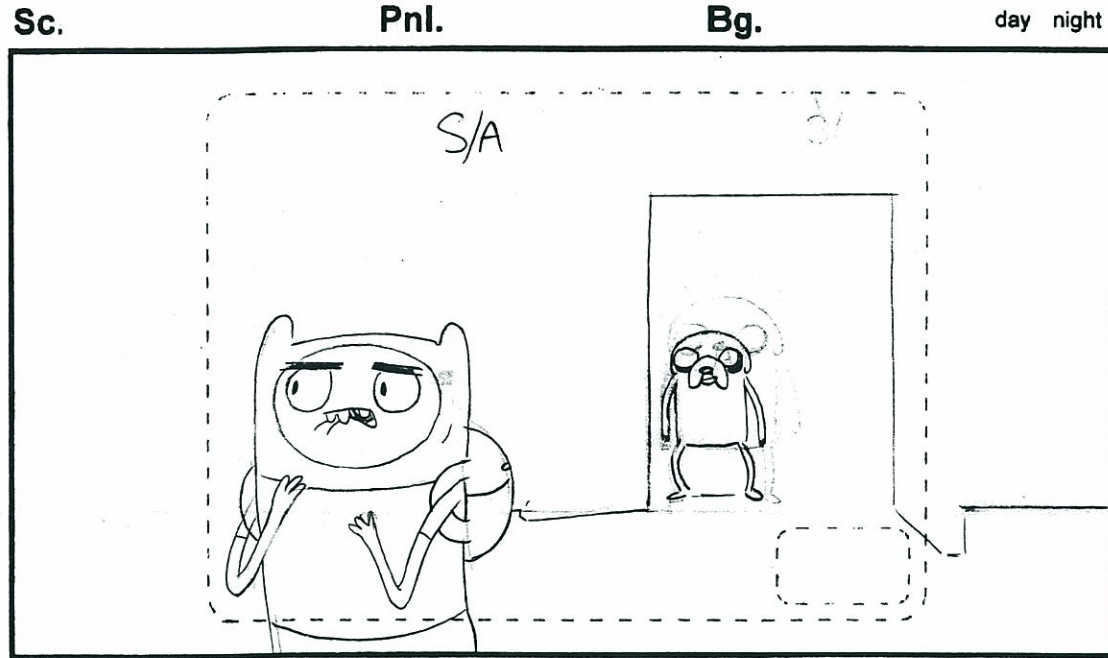


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# ADVENTURE TIME



Page 110



Dialog:

F: Y'KNOW, ABOUT THE OUTBREAK OF ZOM--

F: NRP!

Action:

Timing:

183

184

EPISODE # 692009

Production :

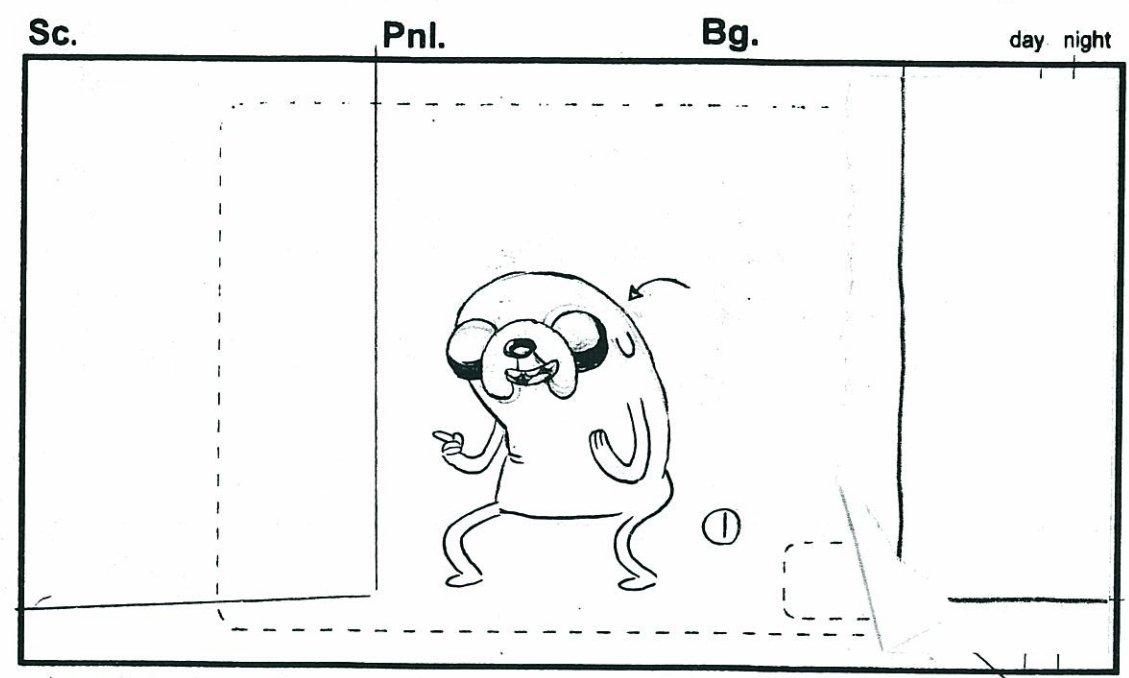
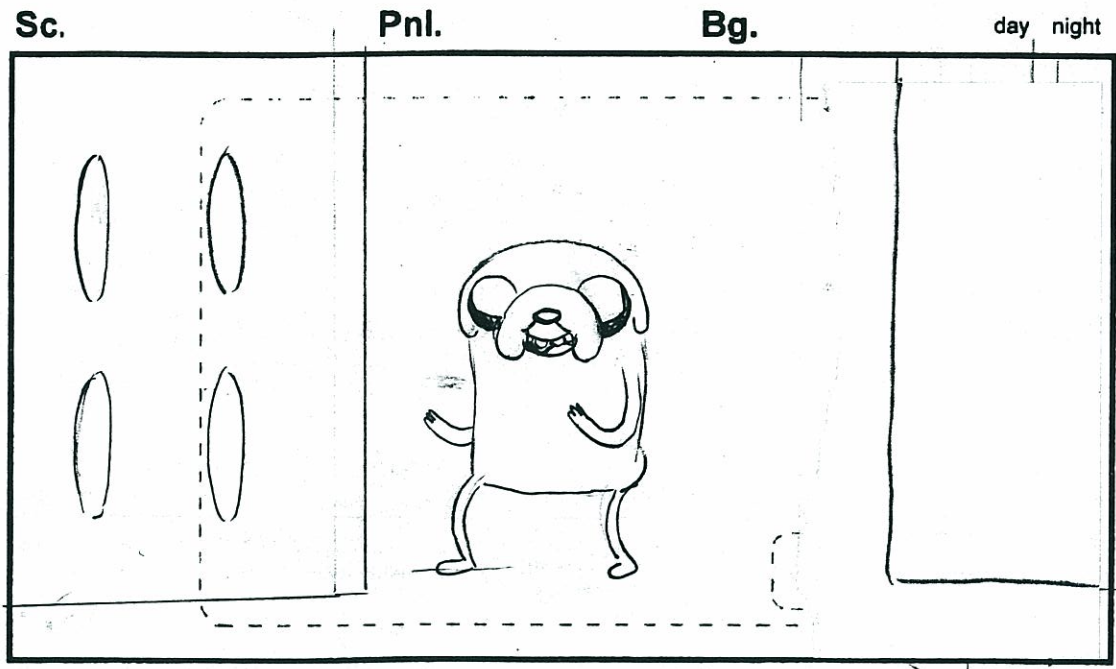
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# ADVENTURE TIME



(NEXT PG. 116)

Page 111



Dialog:	JAKE : HEH HEH, ALRIGHT GOING DOWN ?	J : <u>WHATS</u> GOING ON ?
Action:		
Timing:		

185

186

EPISODE # 692009

Production :

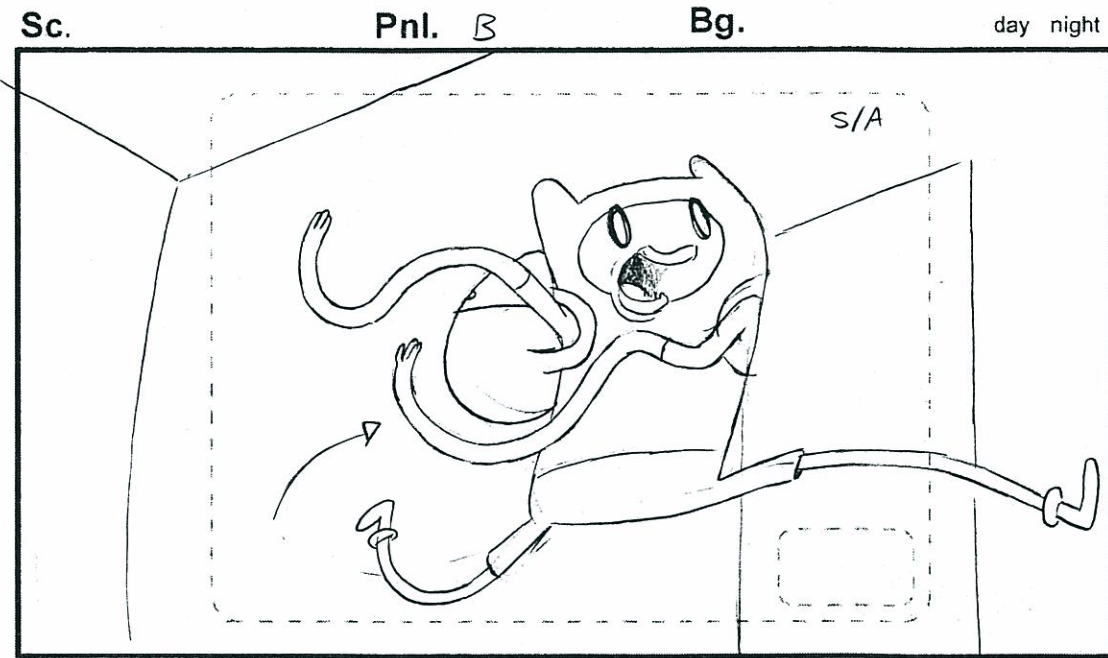
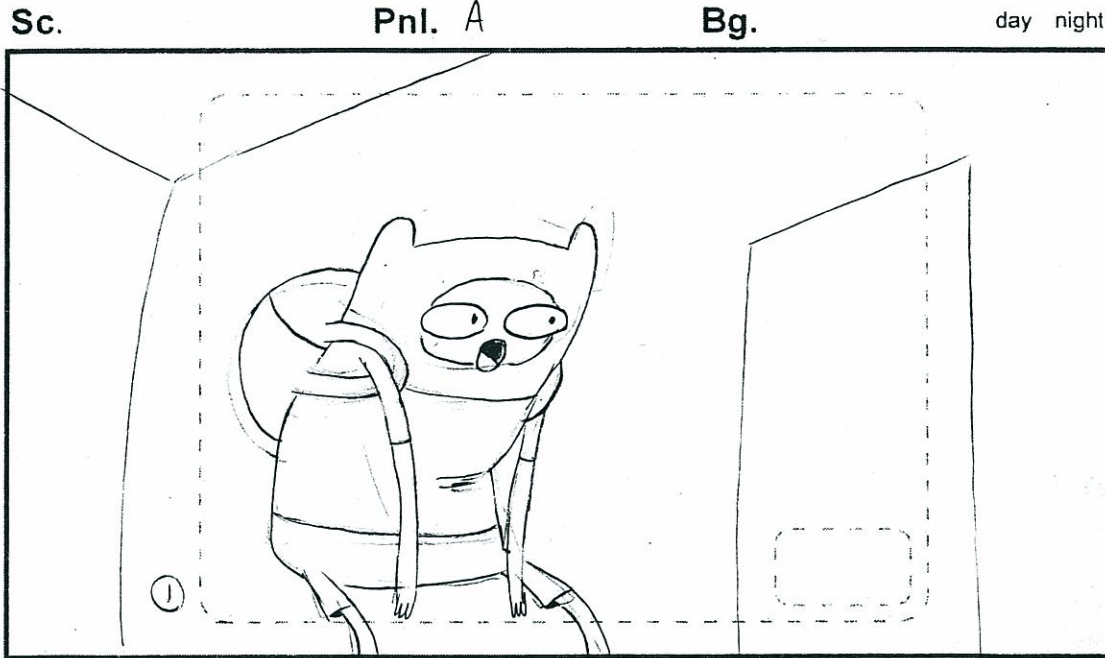


# ADVENTURE TIME



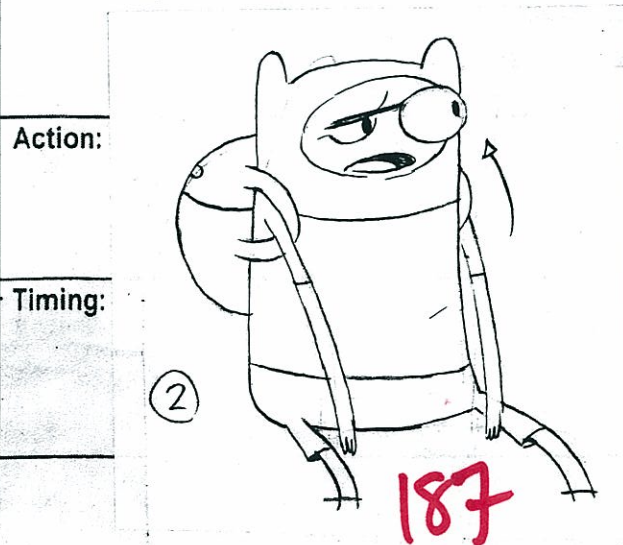
(PREVIOUS PG. 111)

Page 116



Dialog:  
FINN: UHHHHHHHH... enh... Umm... uh.....

F: Nothing at all, Buddy! HaHa Ha!!



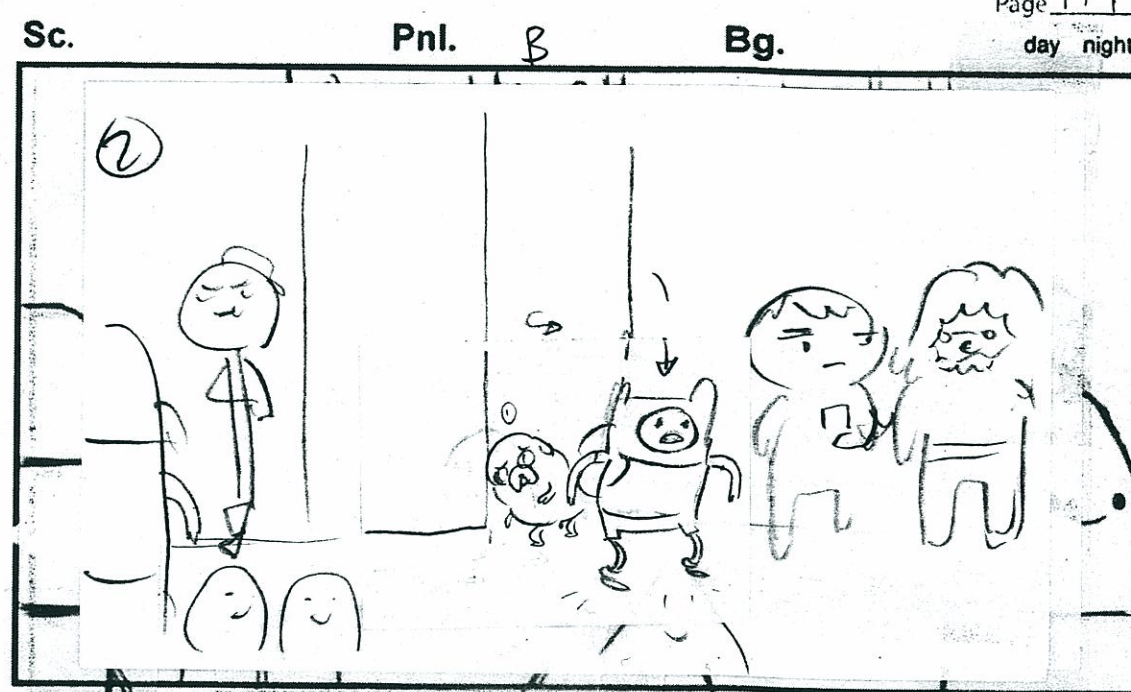
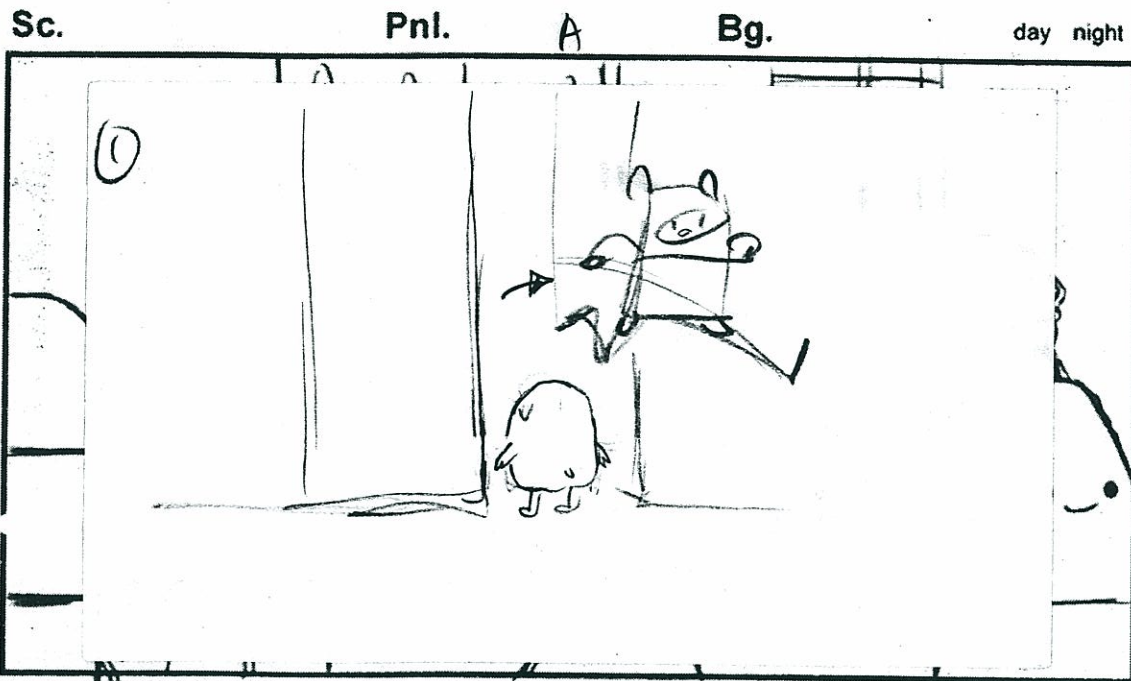
EPISODE # 692009

Production :

# ADVENTURE TIME



(previous pg. 116)



Dialog:	
Action:	⑤ (Breathing)
Timing:	② S.A.

189

190

692009

EPISODE #

Production :

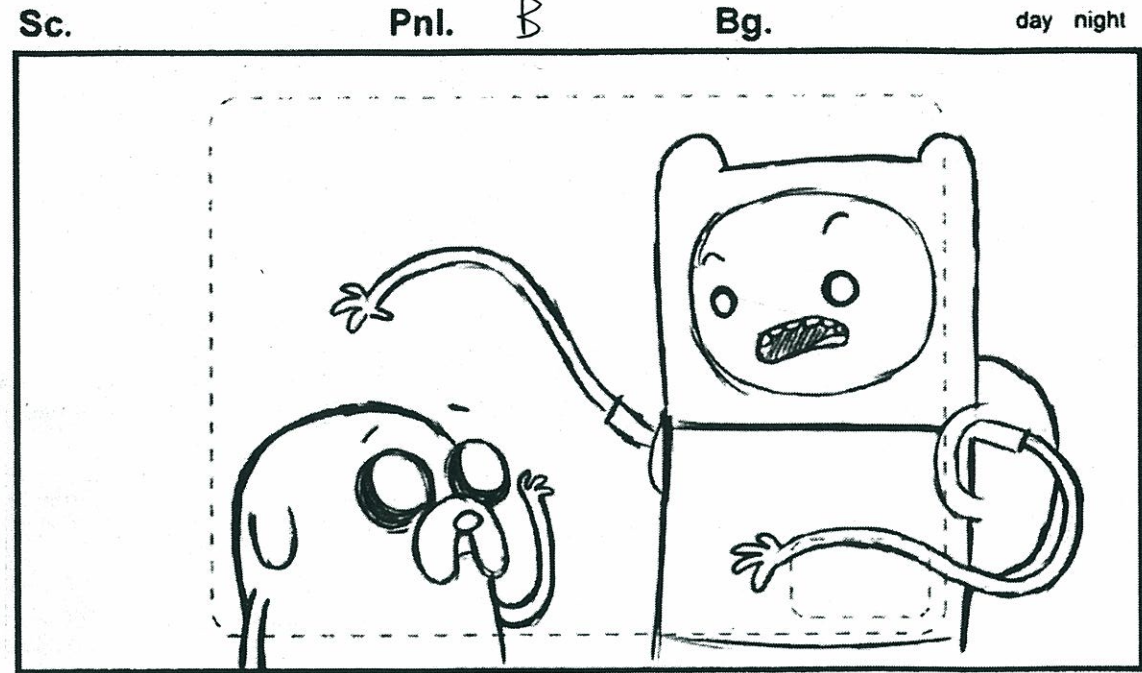
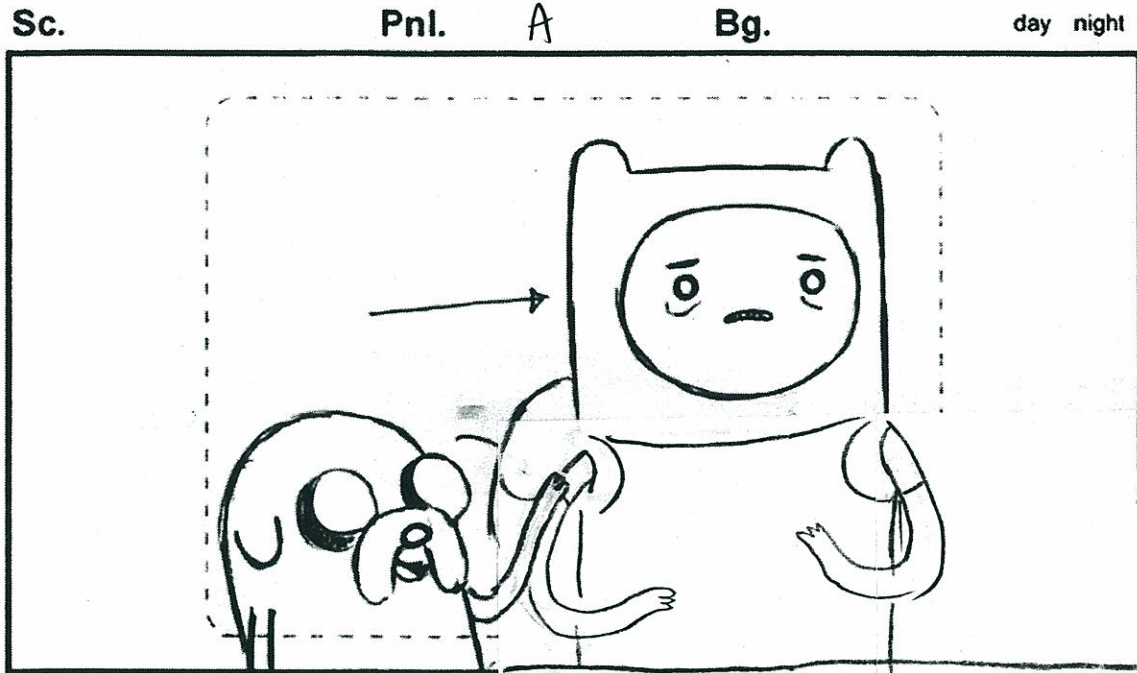


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# ADVENTURE TIME



Page 120  
day night



Dialog:	<u>JAKE</u> : Hey DUDE - I think You and Bubblegum are up to something.	<u>FINN</u> : AHH! Huh!? WHAT? NO WAY!
Action:		
Timing:		

191

192

EPISODE # 692009

Production :

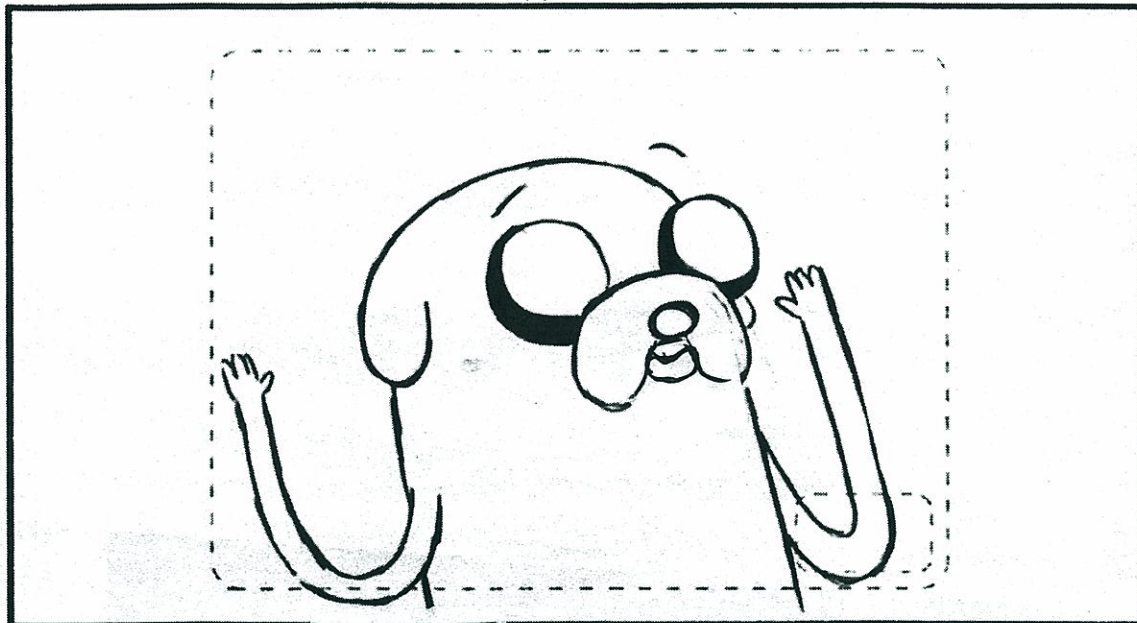
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# ADVENTURE TIME

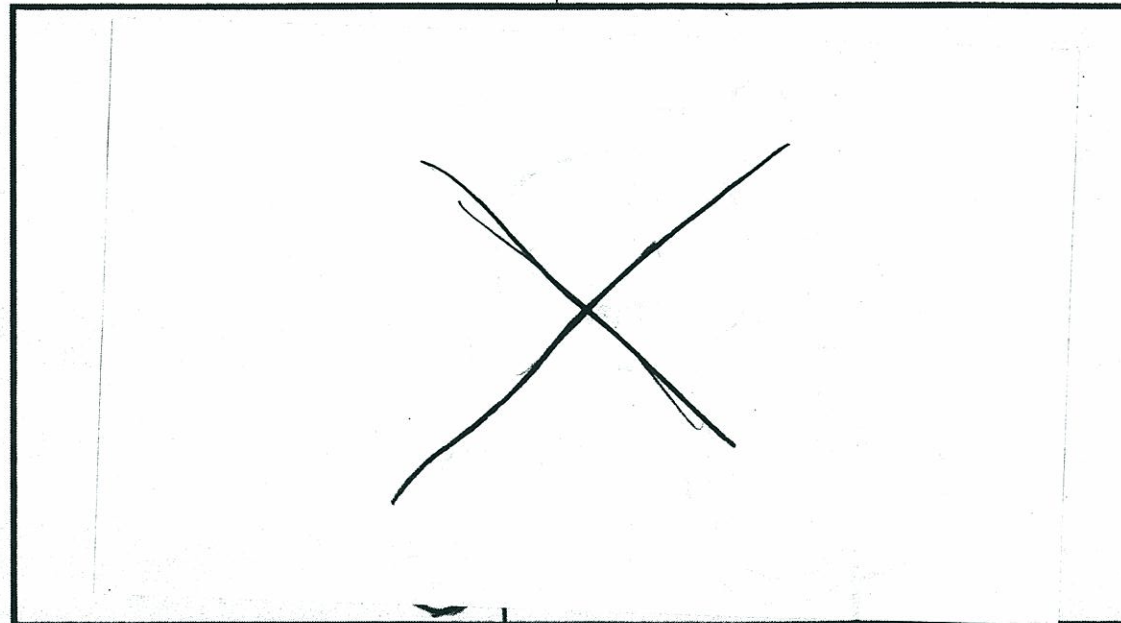


Page 121

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

Jake: Whoa! You GUYS ~~WOUND UP!~~  
ARE up to something!

(MURMURS)

Action:

Timing:

193

194

EPISODE # 692009

Production :

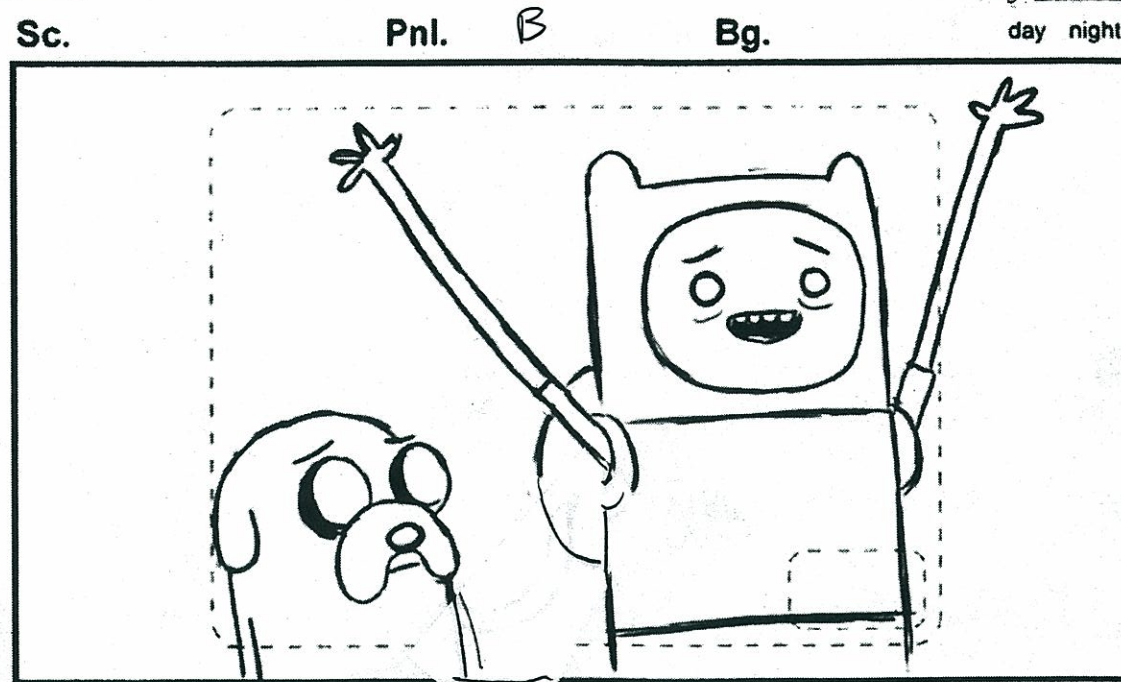
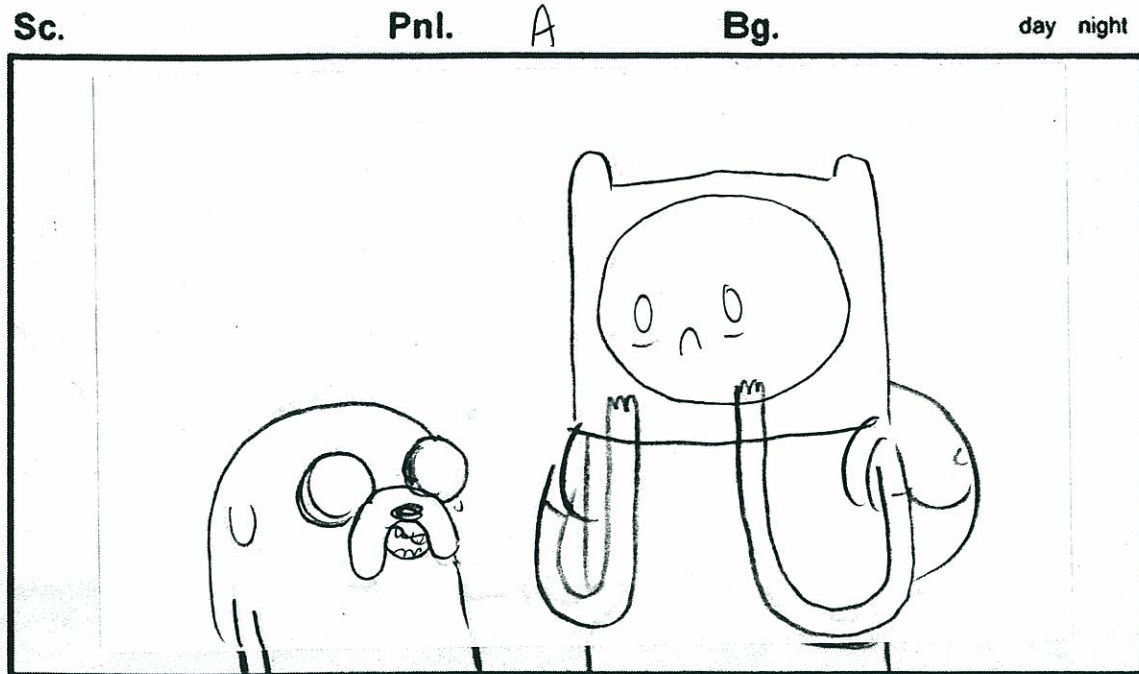


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# ADVENTURE TIME



Page 122



Dialog:

⑤ IS it some SORT OF PRANK? CAN I Get in on it?

FINN: WHO WANTS TO PLAY TRUTH OR DARE!?

Action:

Timing:

195

196

692009

EPISODE #

Production :

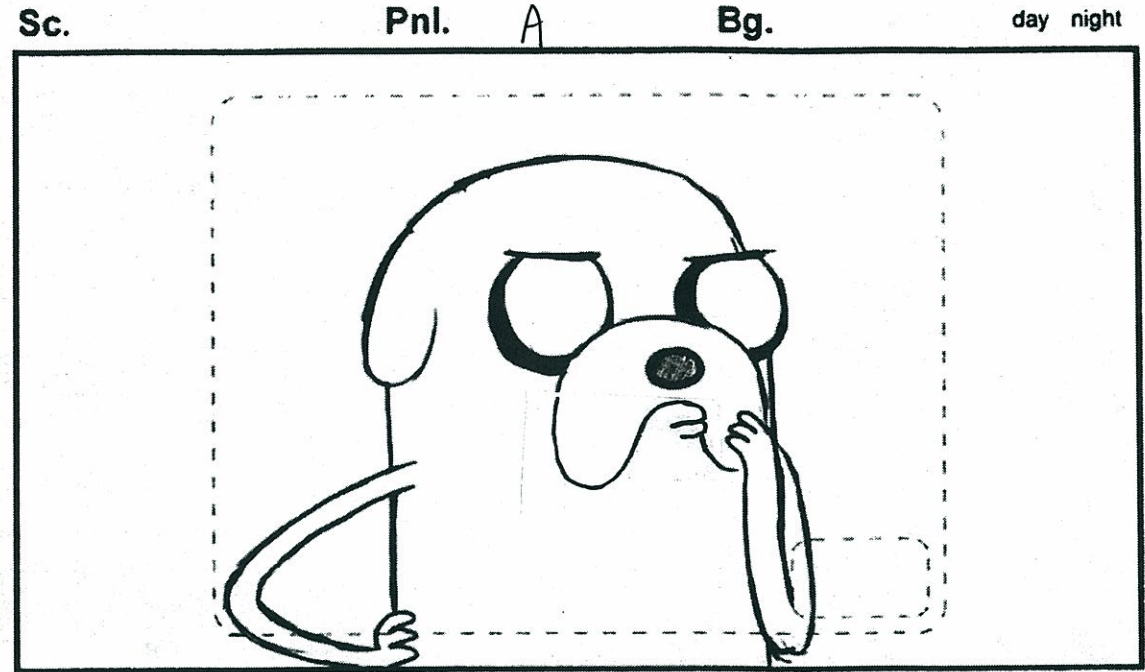
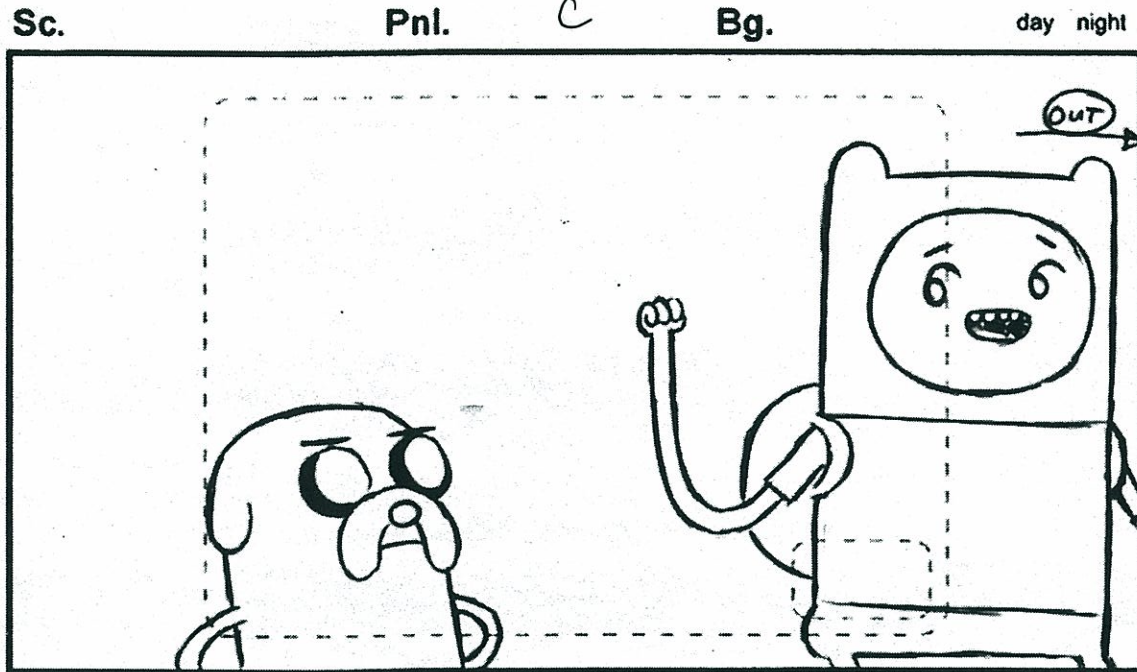


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# ADVENTURE TIME



Page 123



Dialog: (F) WOO WOOO! TRUTH OR DARE! FUN!  
+ TOTALLY NORMAL - COME ON JAKE!

(J) hmmm...

Action:

Timing:

197

198

EPISODE # 692009

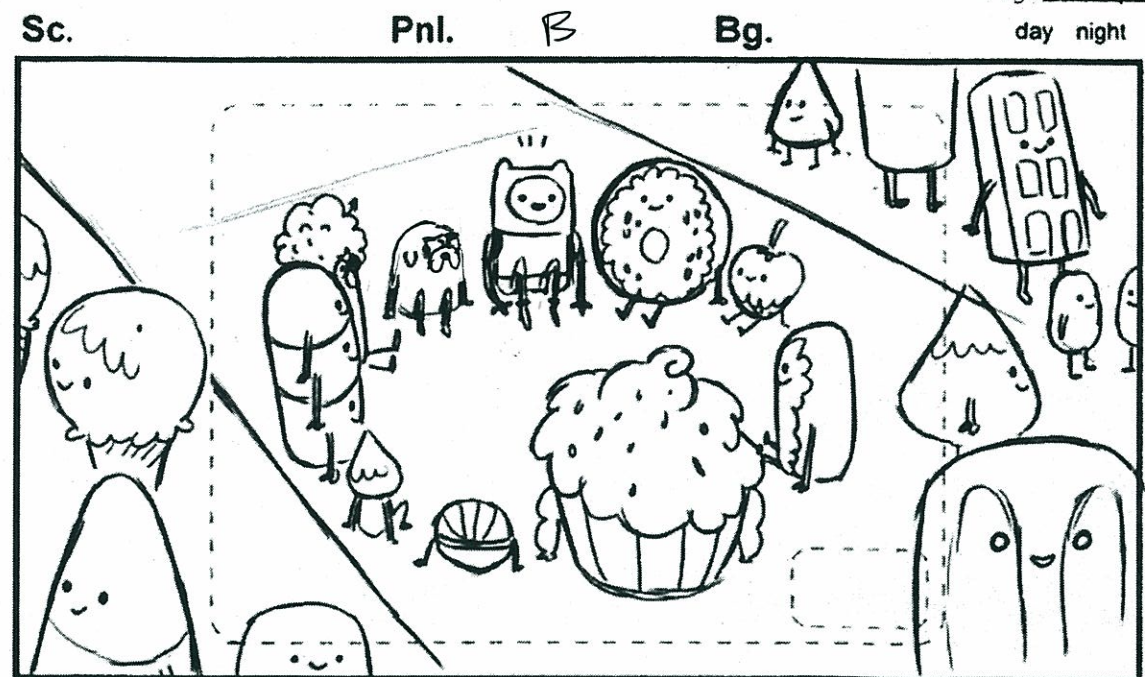
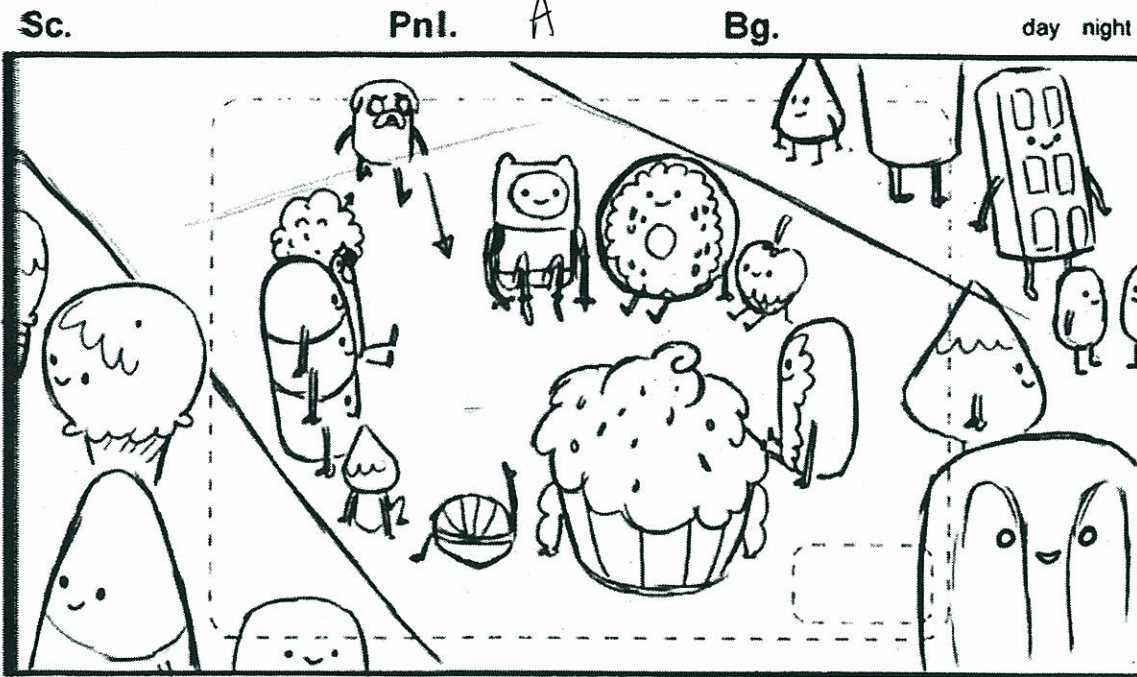
Production :



# ADVENTURE TIME



Page 124  
day night



FINN: Okay...

Action:

(Jake looks at Finn concerned)

Timing:

199

200

EPISODE # 692009

Production :

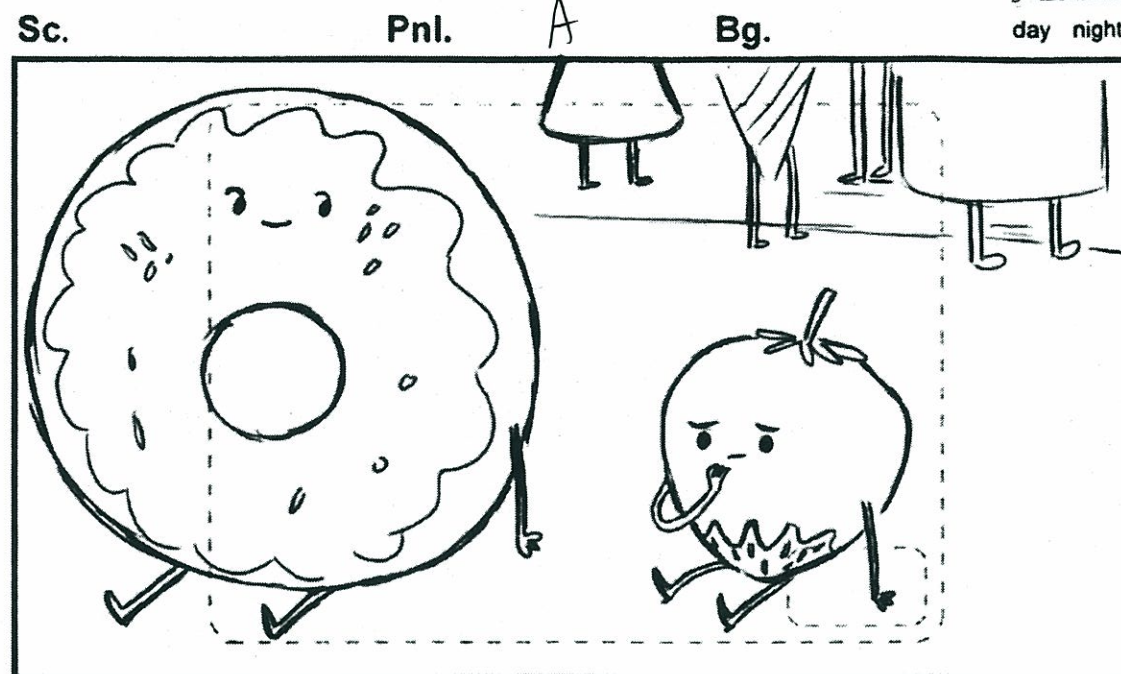
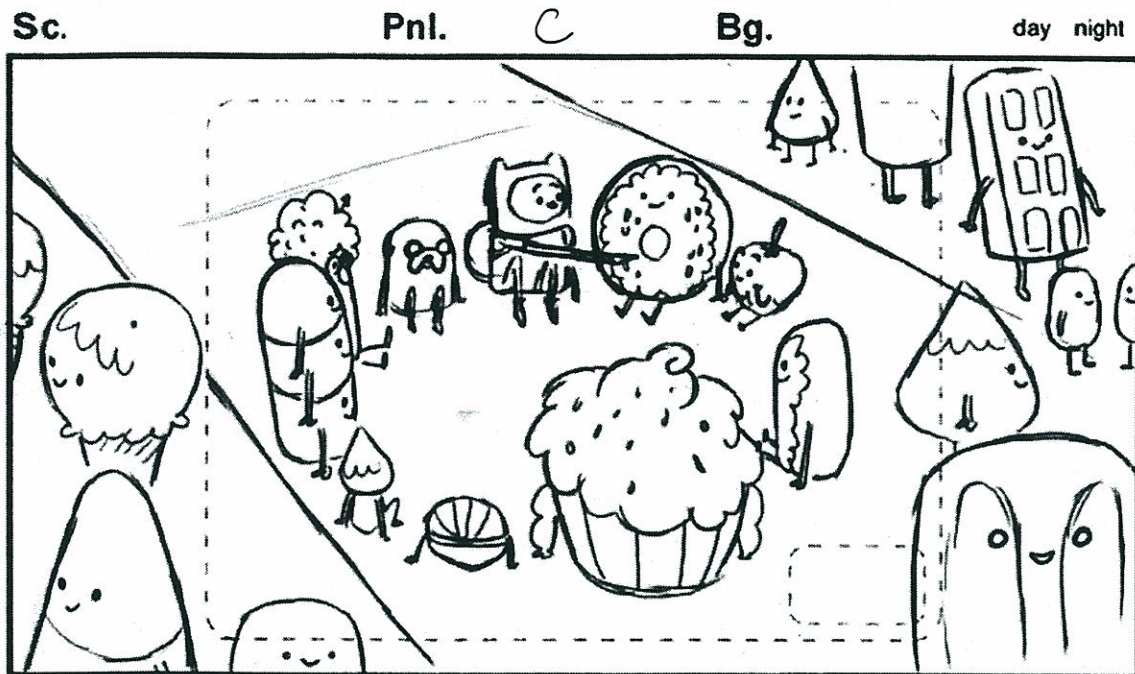


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# ADVENTURE TIME



Page 125



Dialog:

FINN: TRUTH OR DARE, CHOCOBERRY?

Action:

Timing:

201

202

EPISODE # 692009

Production :

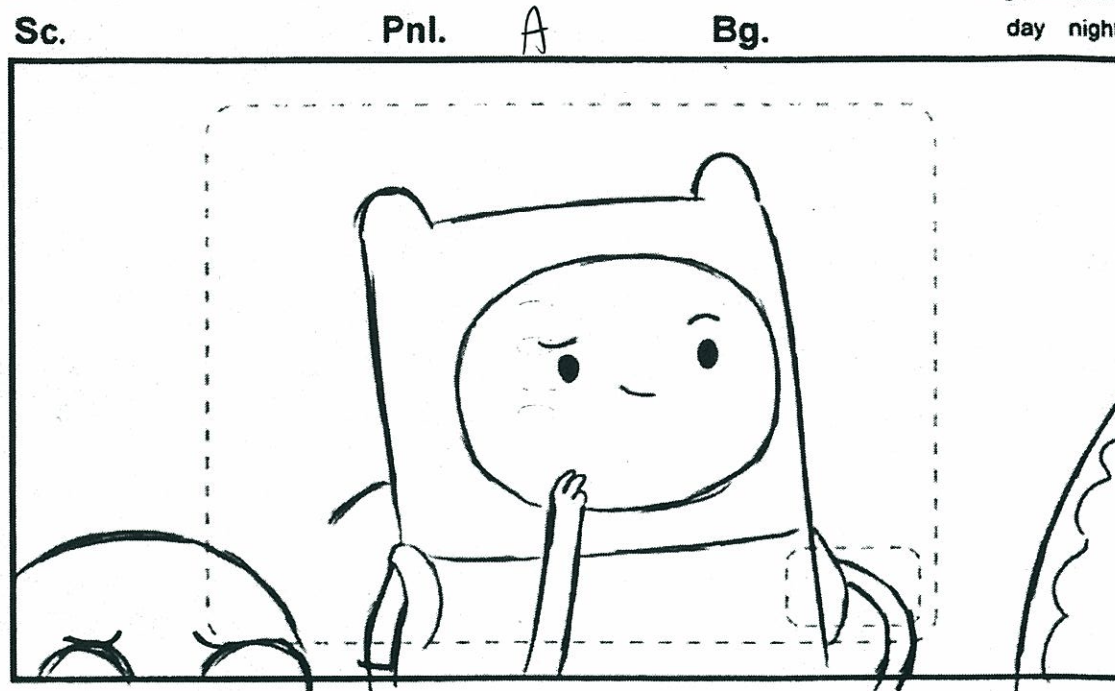
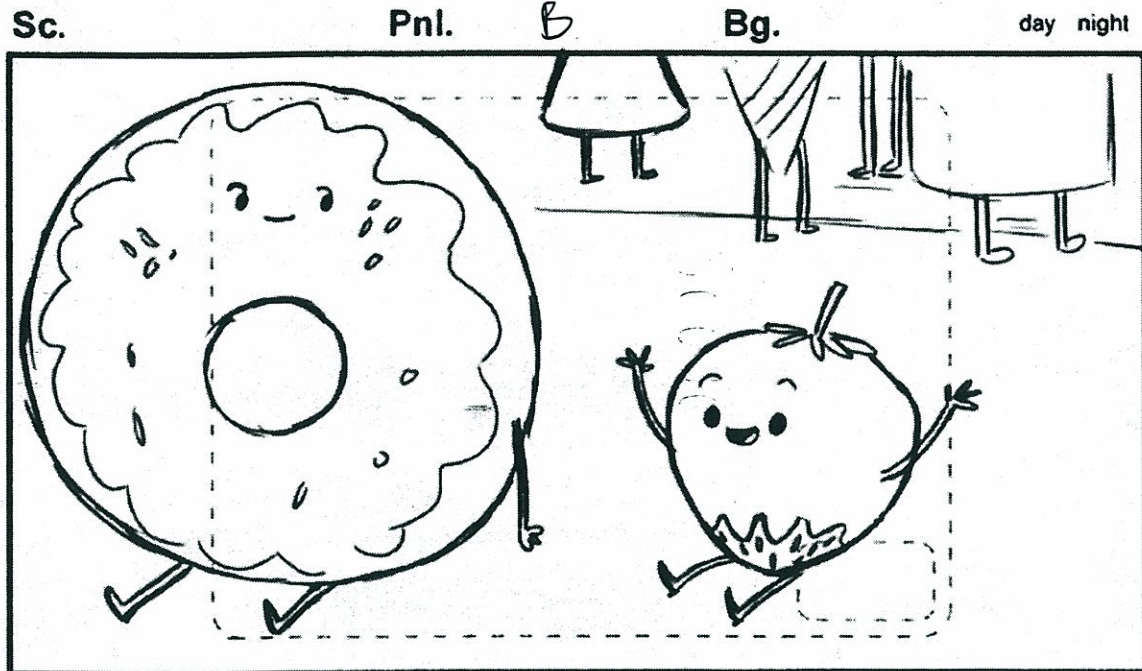


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# ADVENTURE TIME



Page 126  
day night



Dialog:

C. BERRY : EHYE PICK ZEE TRUS!

Action:

Timing:

203

204

EPISODE # 692009

Production :

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# ADVENTURE TIME



Page 127

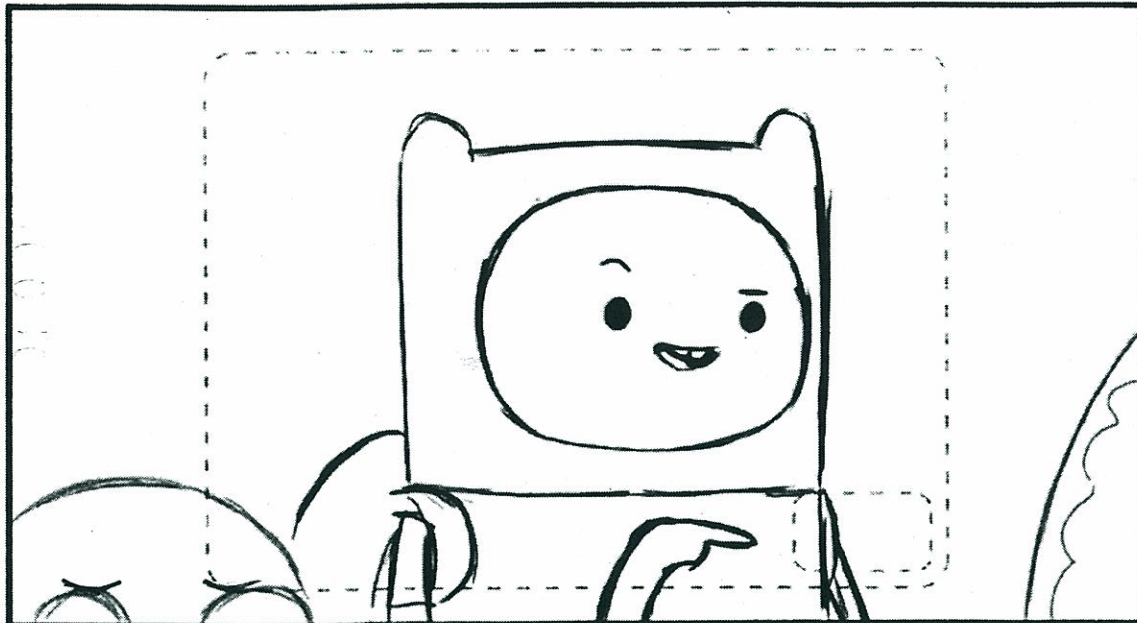
Sc.

Pnl.

B

Bg.

day night



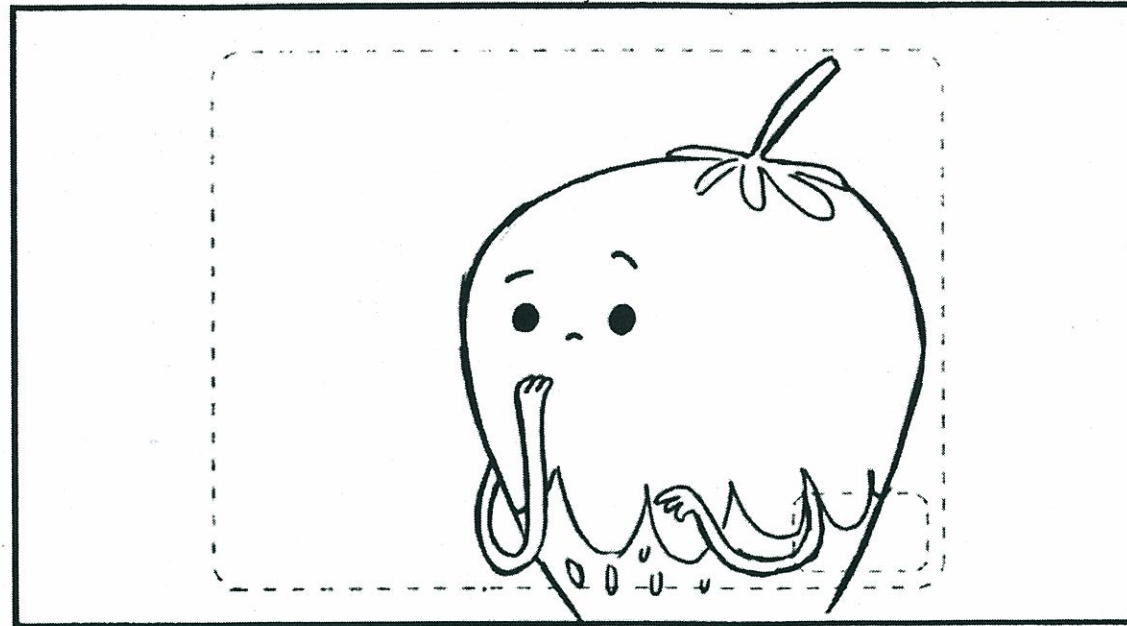
Sc.

Pnl.

A

Bg.

day night



Dialog:

FINN: WERE YOU GROWN LOCALLY OR IMPORTED?

Action:

Timing:

205

206

692009

EPISODE #

Production :

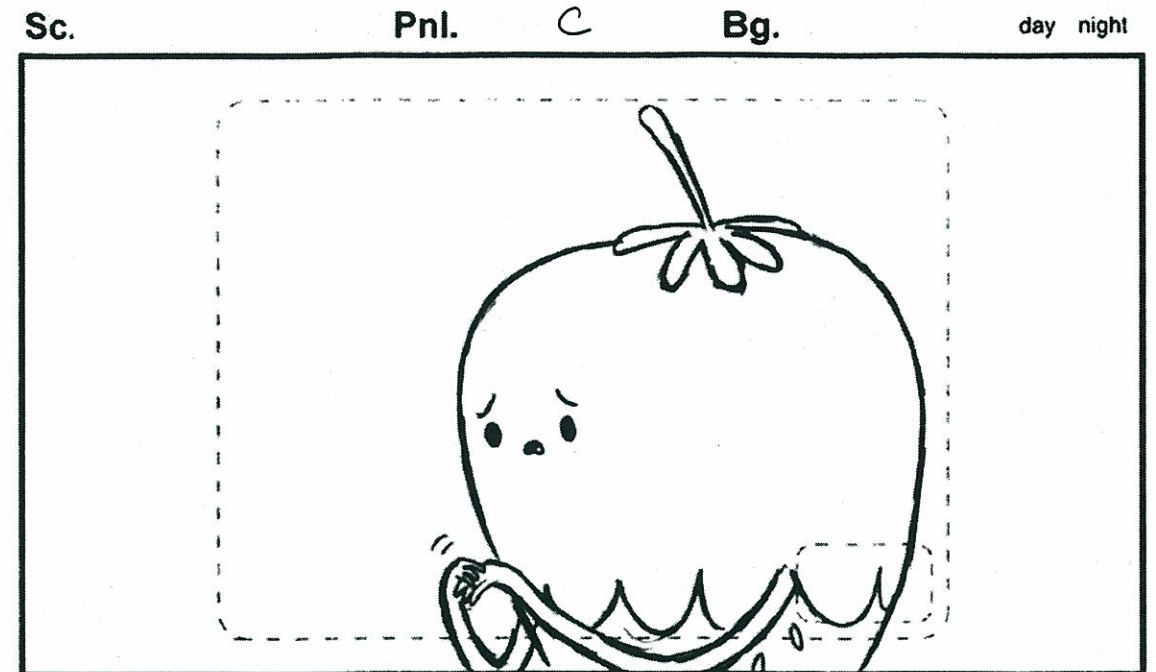
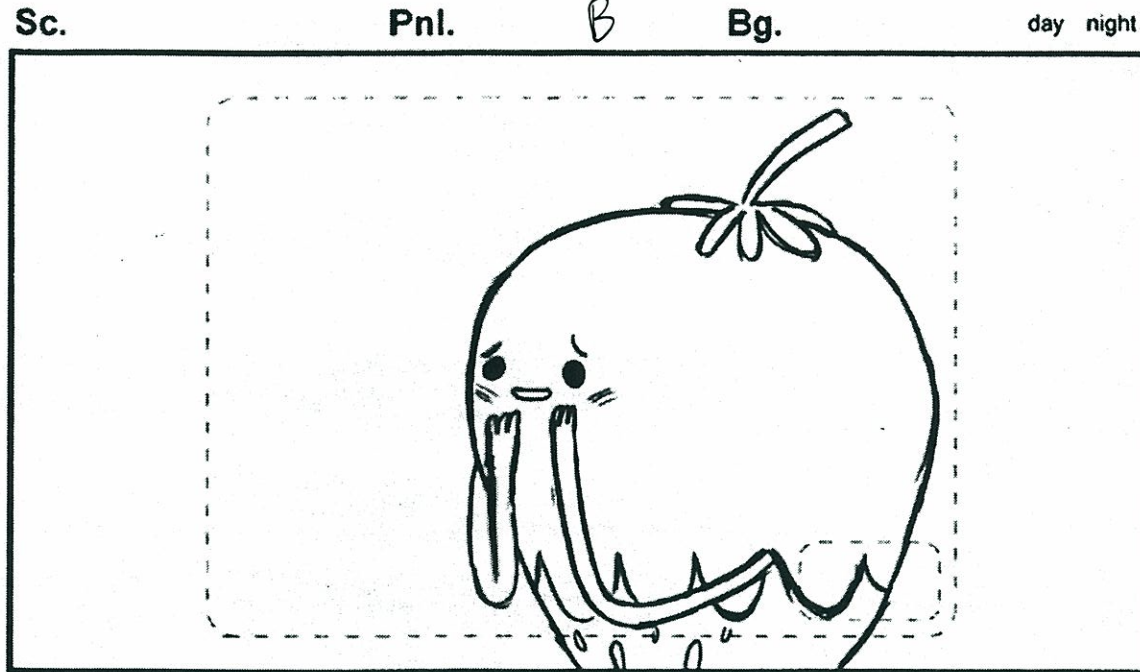


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# ADVENTURE TIME



Page 128



Dialog:	CHOCBERRY: EEZ MY ACCENT BERRY HEH-VEE? EYM SO EMBARRASSED	EYE HOP EWE VILL STILL ACCEPT MEE, EVEN ZOU I AM EEMPORT FROM STRAWBOD BOD KINGDOM
Action:		
Timing:	207	208

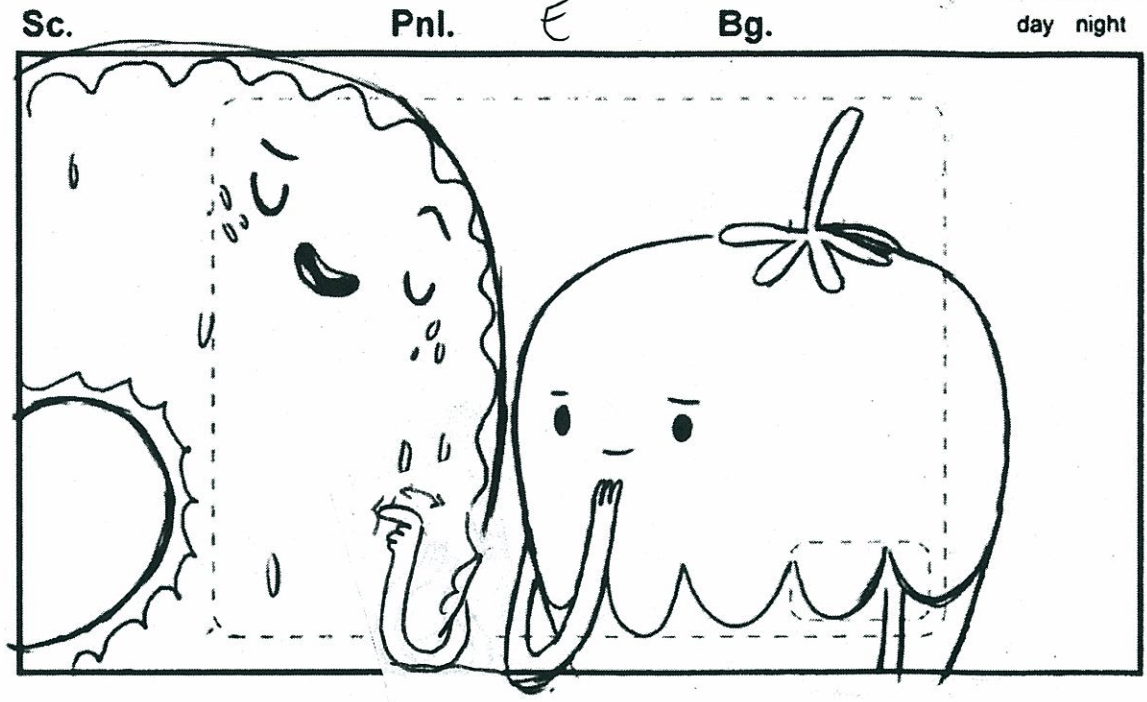
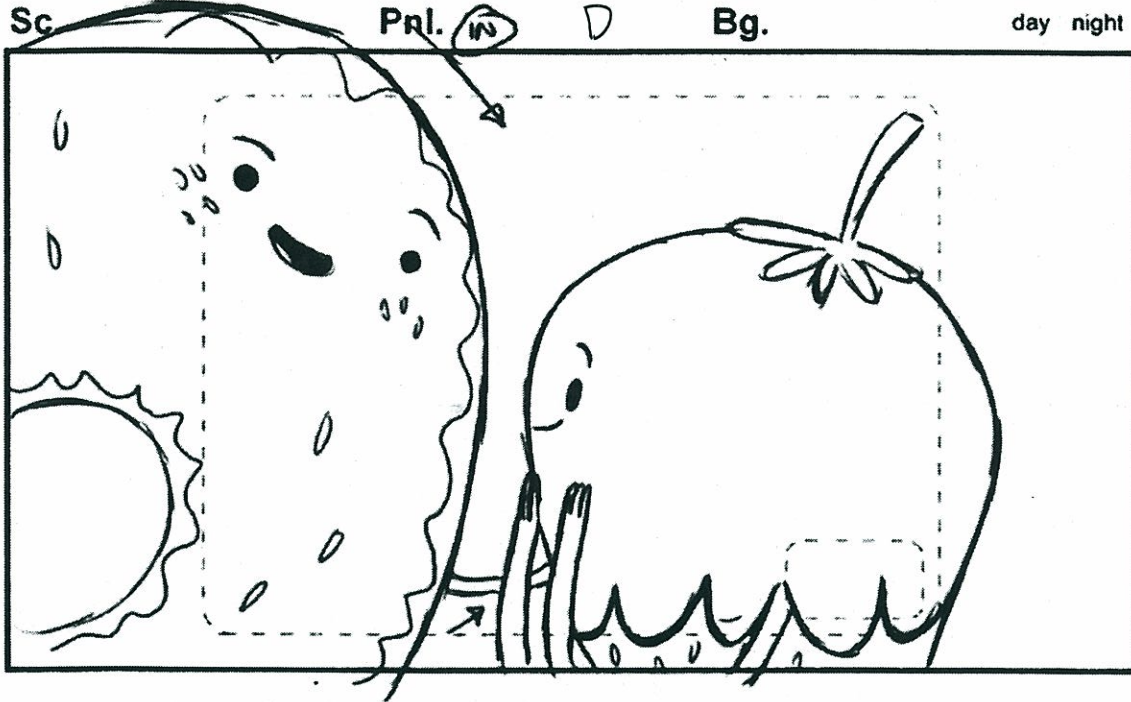
ALT: ... EEMPORT  
FROM (Nonsense  
French word)  
Kingdom.

EPISODE # 692009  
Production :

# ADVENTURE TIME



Page 129



Dialog:  
DONUT: OF COURSE WE ACCEPT YOU  
**\* THIS IS NOW A FINN LINE \***

AND NOW YOU MAY CHOOSE Someone  
TO ASK A DEEP TRUTH OR A SAUCY DARE!

Action:

Timing:

209

210

EPISODE # 692009

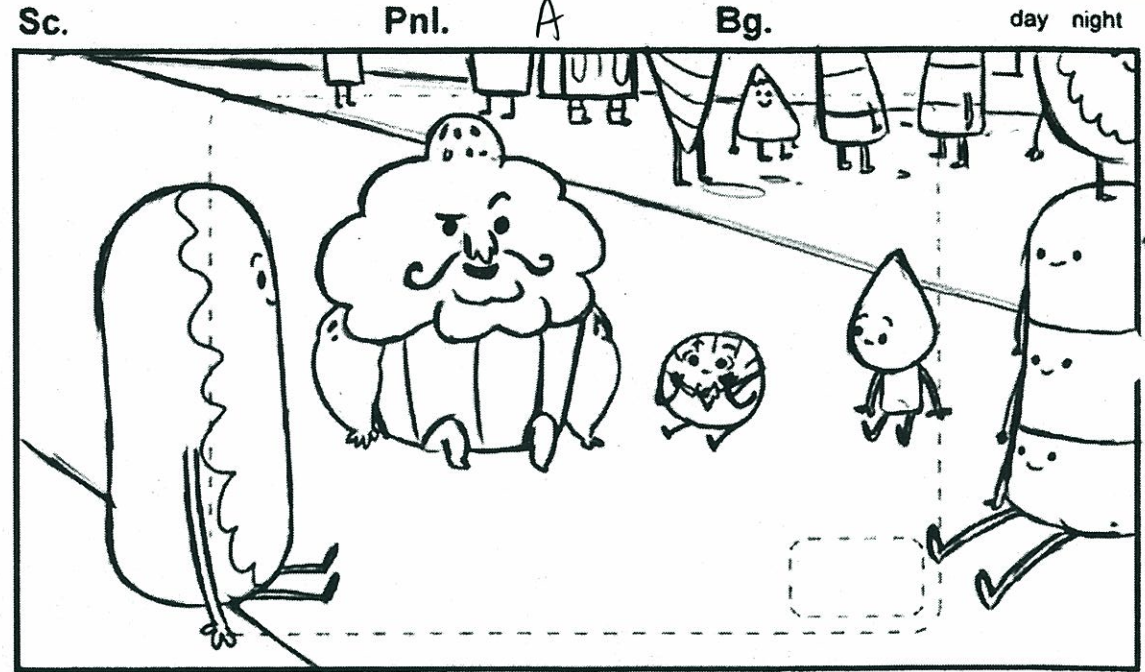
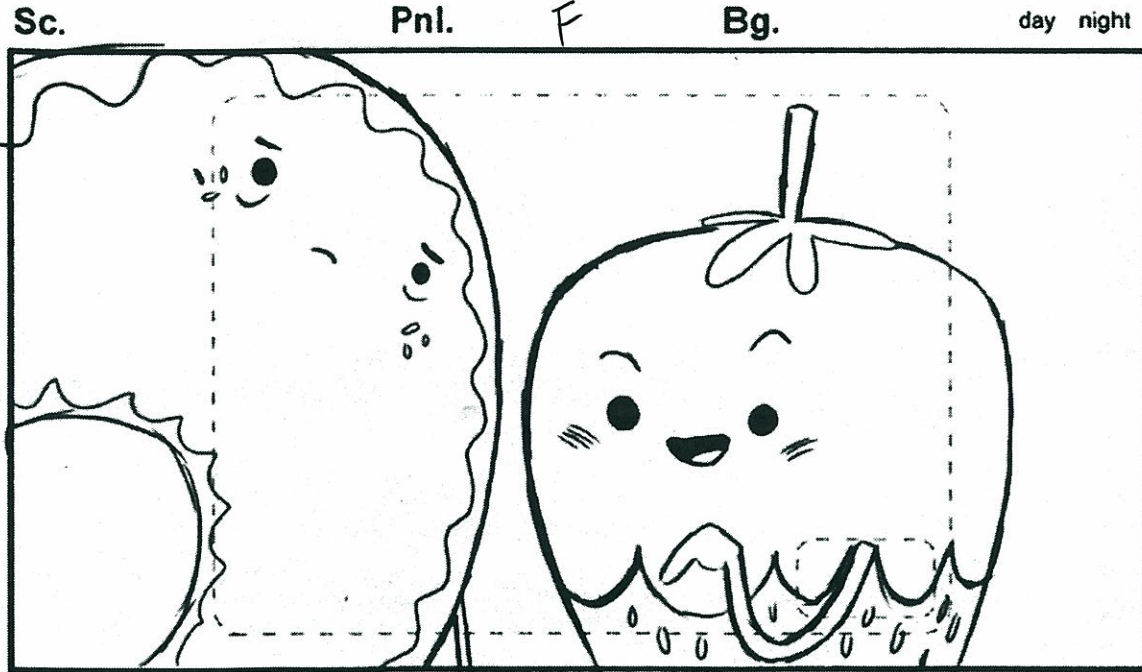
Production :



# ADVENTURE TIME



Page 130



Dialog: Choco Berry:

MIZ-TEHR CUPCAKE ! TRU? OR DEHR!

CUPCAKE'S DARE!

Action:

Timing:

211

212

EPISODE # 692009

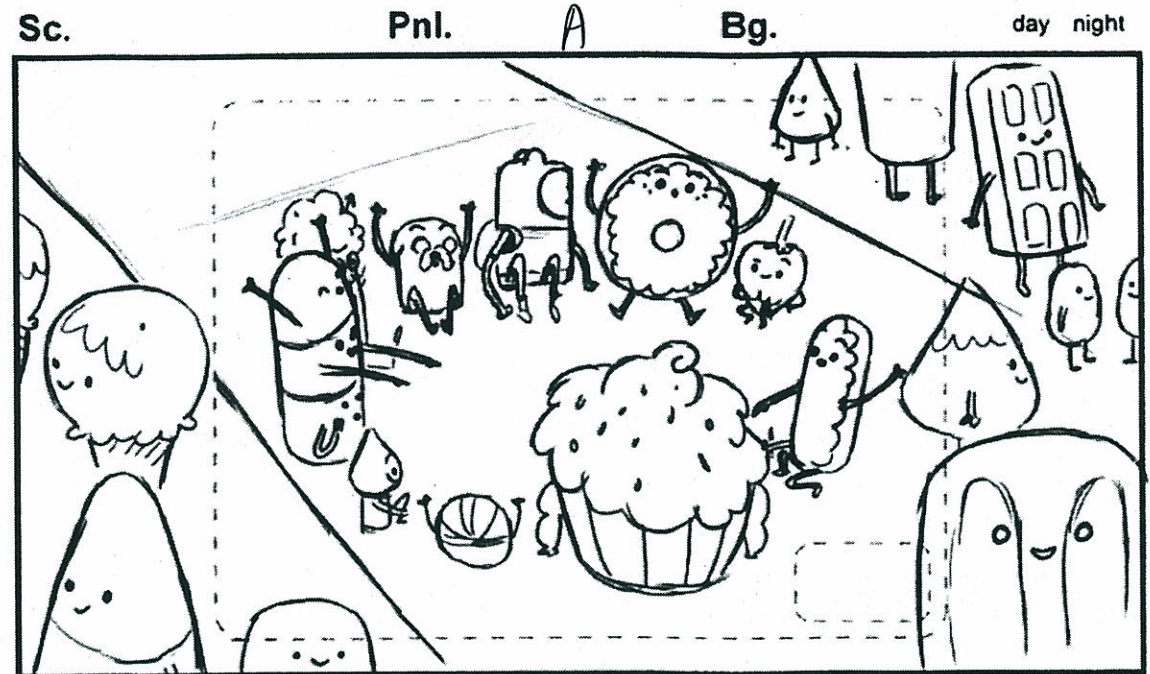
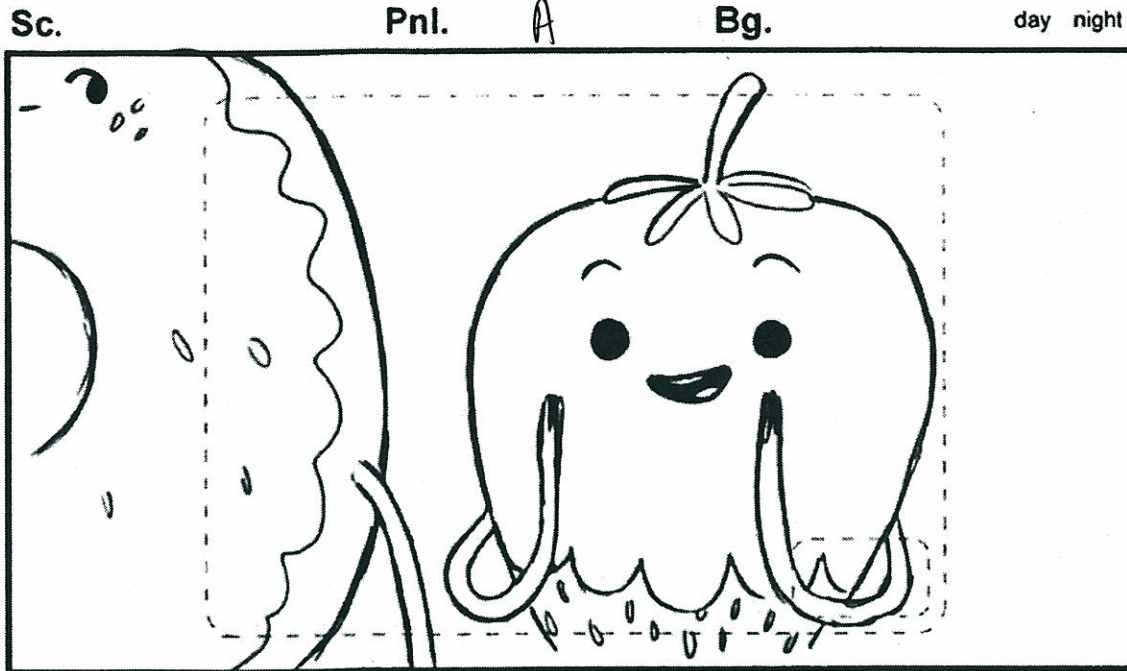
Production :



# ADVENTURE TIME



Page 131



Dialog: IYE DER YOOZ TOO TAKE OHF  
YEHR WRAH - PEYR!  
(I DARE YOU TO TAKE OFF YOUR)

CROWD: OOOOOOOO!! (laughter)

Action: WRAPPER

Timing:

213

214

EPISODE # 692009

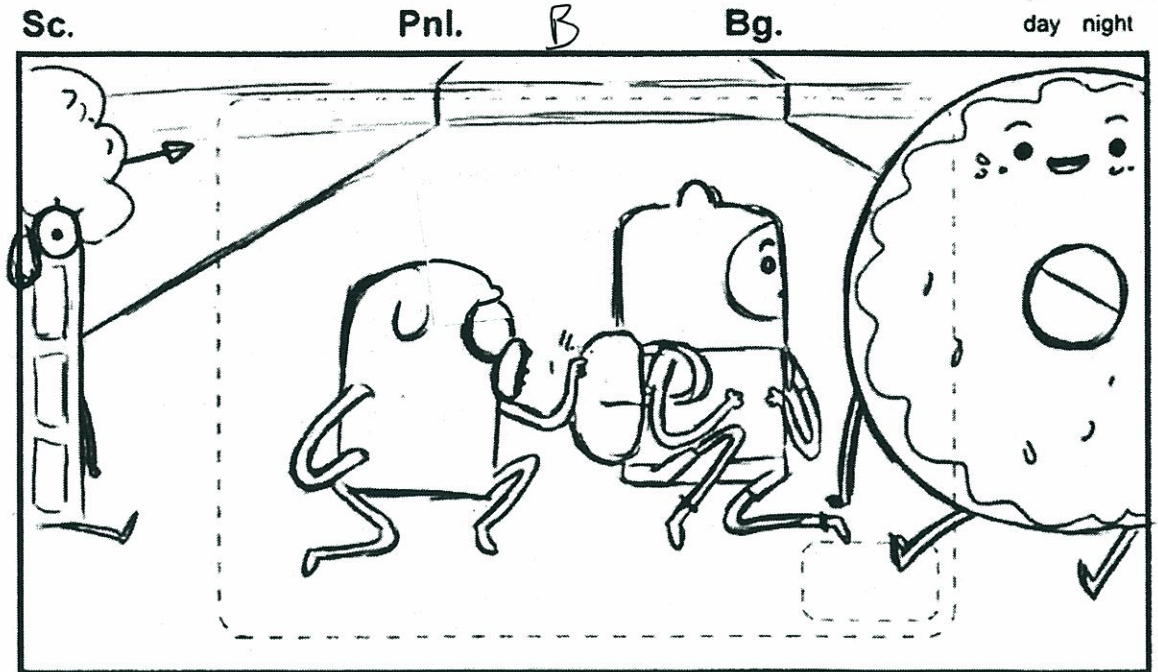
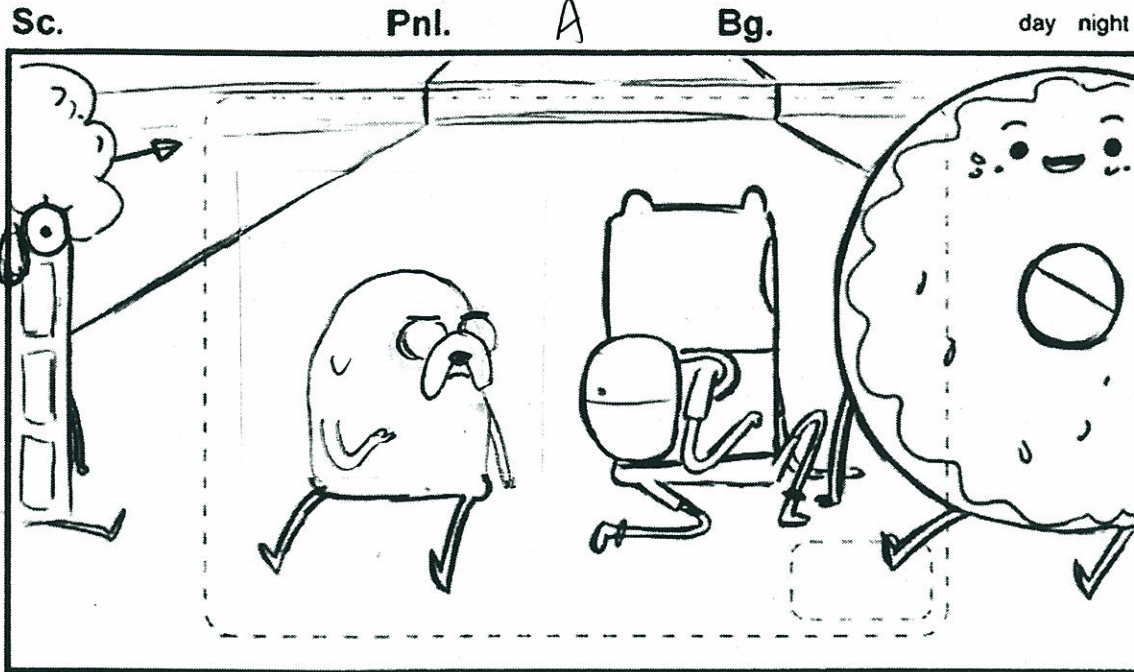
Production :



# ADVENTURE TIME



Page 132



JAKE:

hey, seriously man, I'm your bro. You should confide in your bro. Bros are supposed to tell bros everything all the time.

Action:

Timing:

215

216

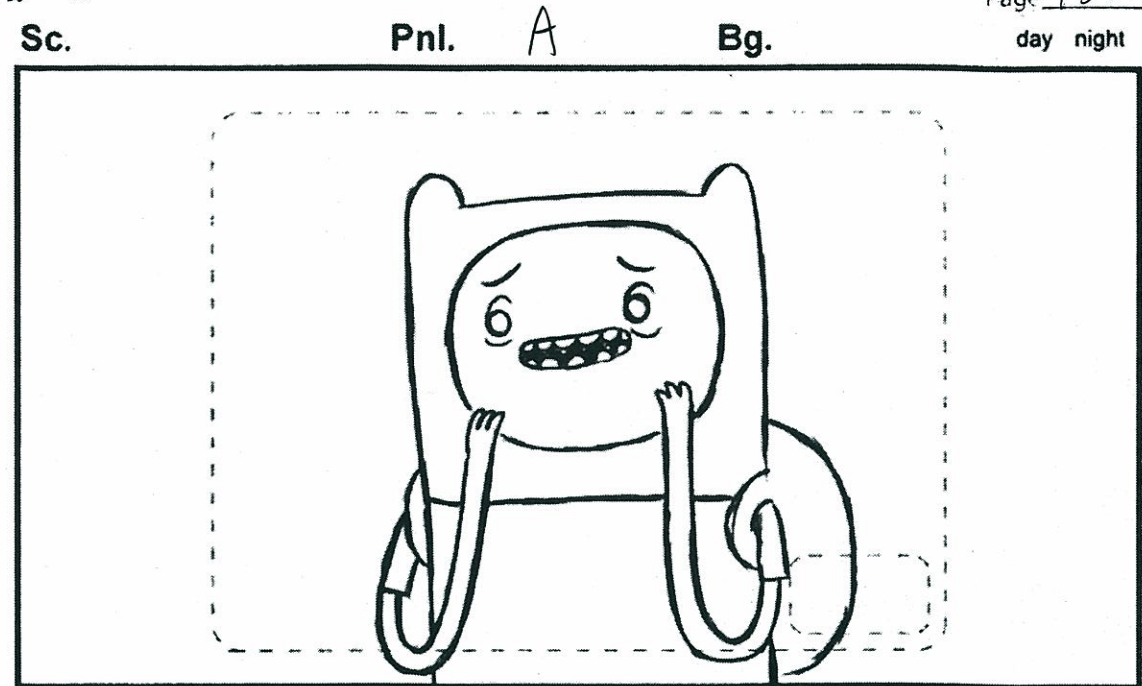
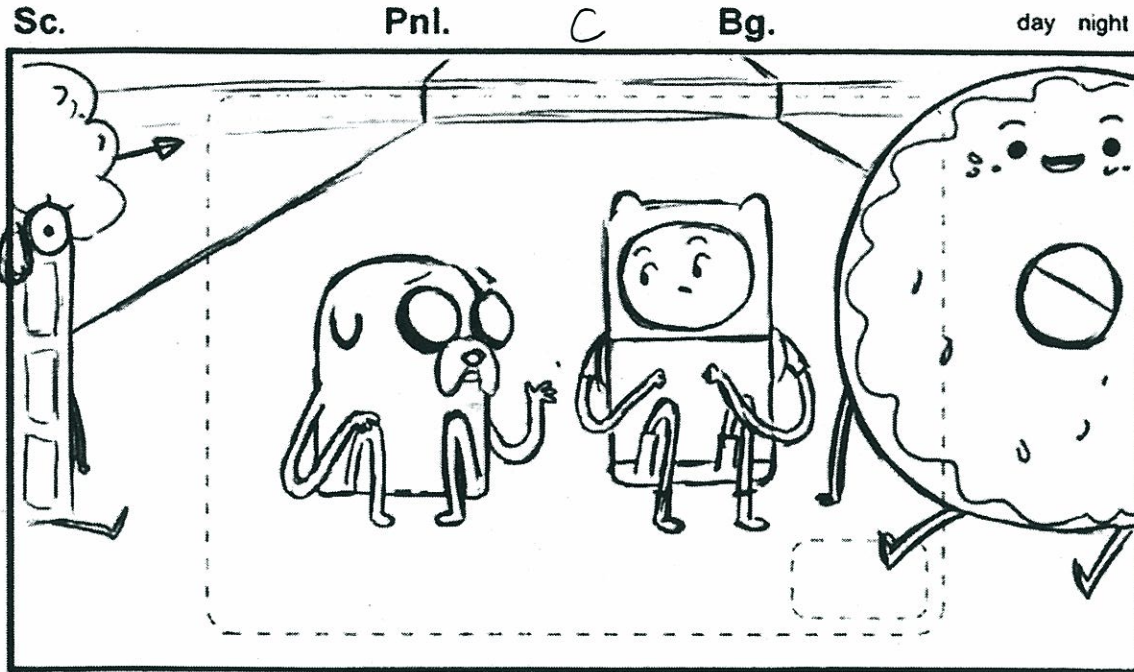
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 133  
day night



Dialog:

⑤

What are you and Bubblegum up to?  
Is everything alright?

FINN: YUP! FINE! EVERYTHINGS GREAT!

Action:

Timing:

217

218

EPISODE # 692009

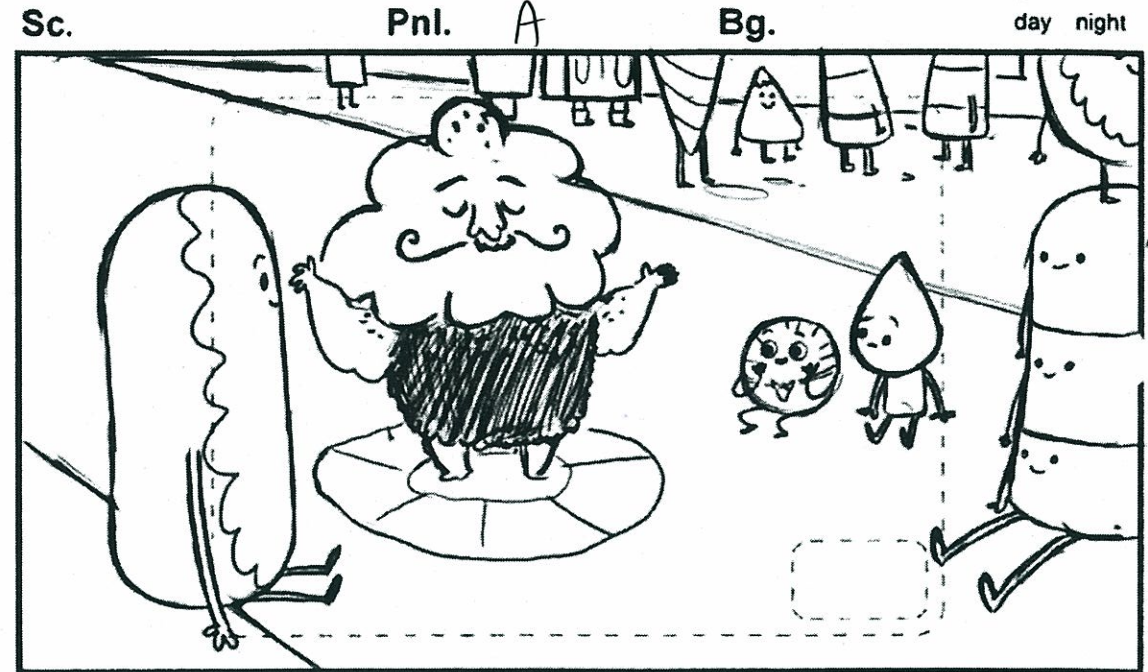
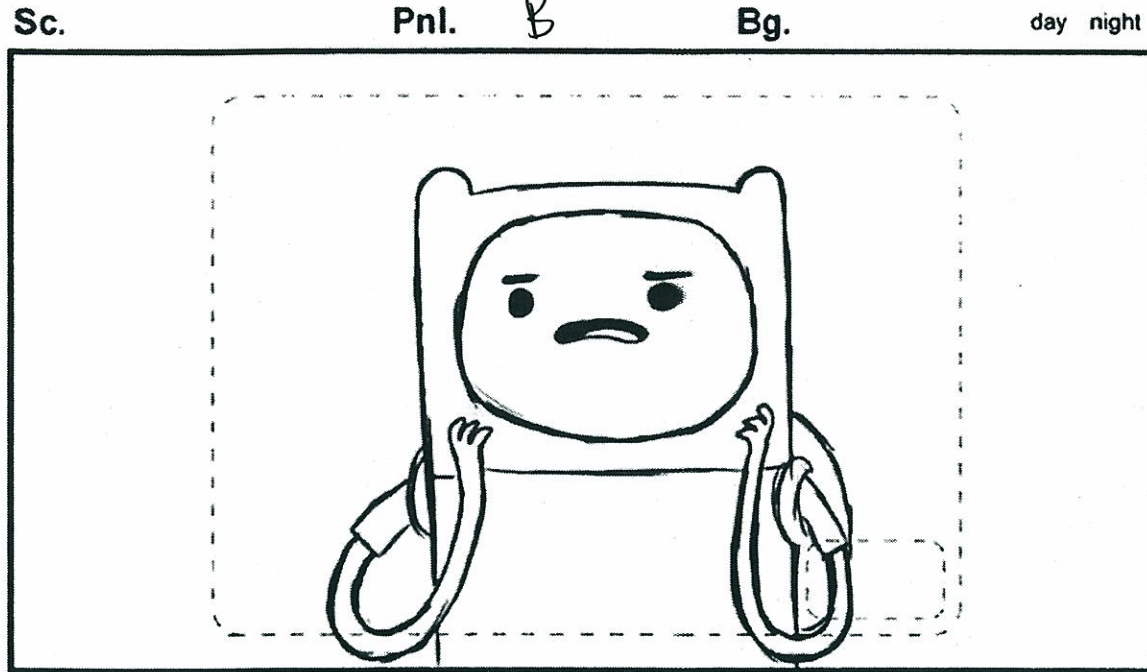
Production :



# ADVENTURE TIME



Page 134



Dialog:

(F) 'CEPT FOR THAT... WHOA

Action:

Timing:

219

220

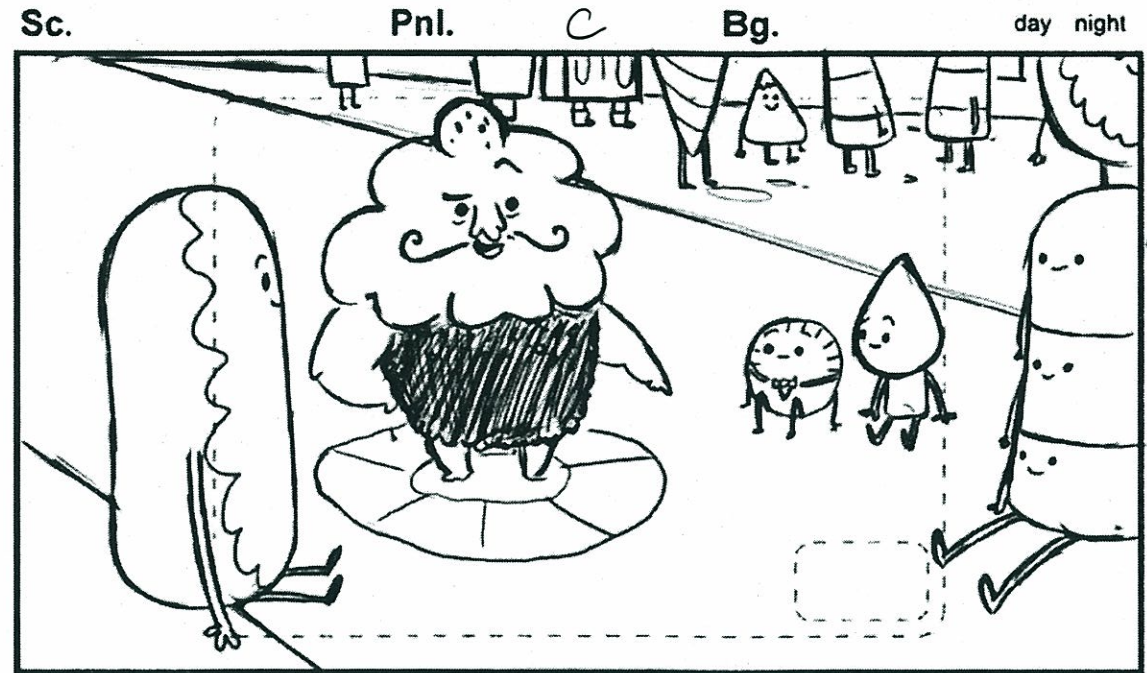
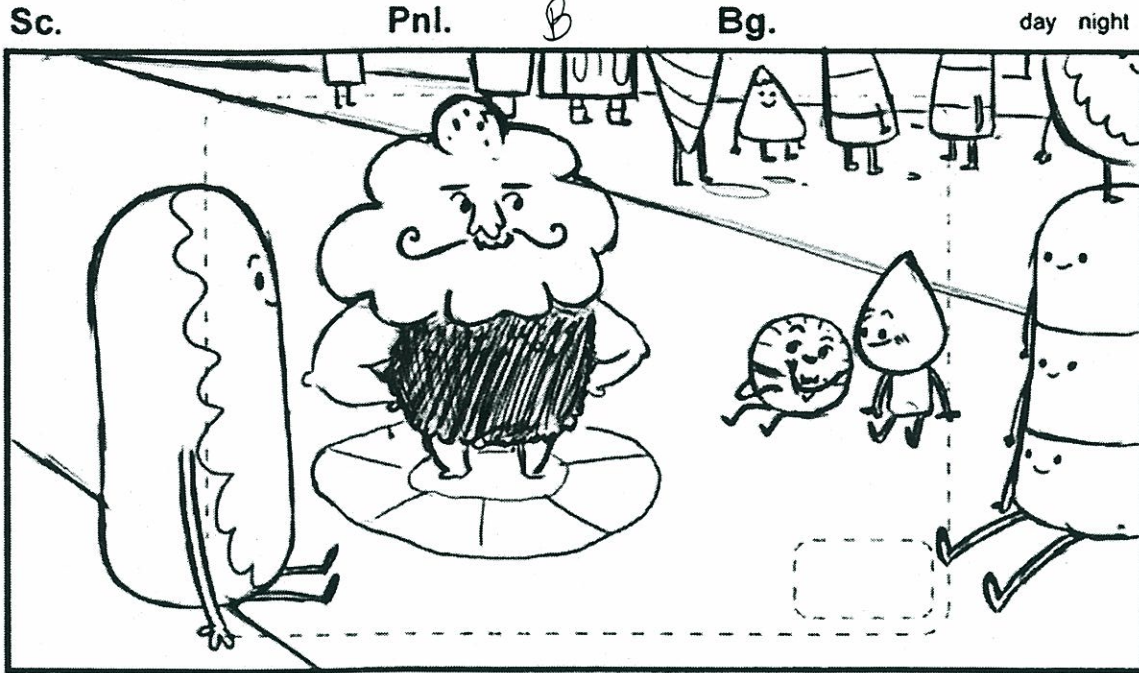
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 135



Dialog:

PEPPERMINT BUTLER: I DIDN'T KNOW  
HE WAS CHOCOLATE!

MR CUPCAKE: JAKE! TRUTH OR DARE

Action:

Timing:

271

222

EPISODE # 692009

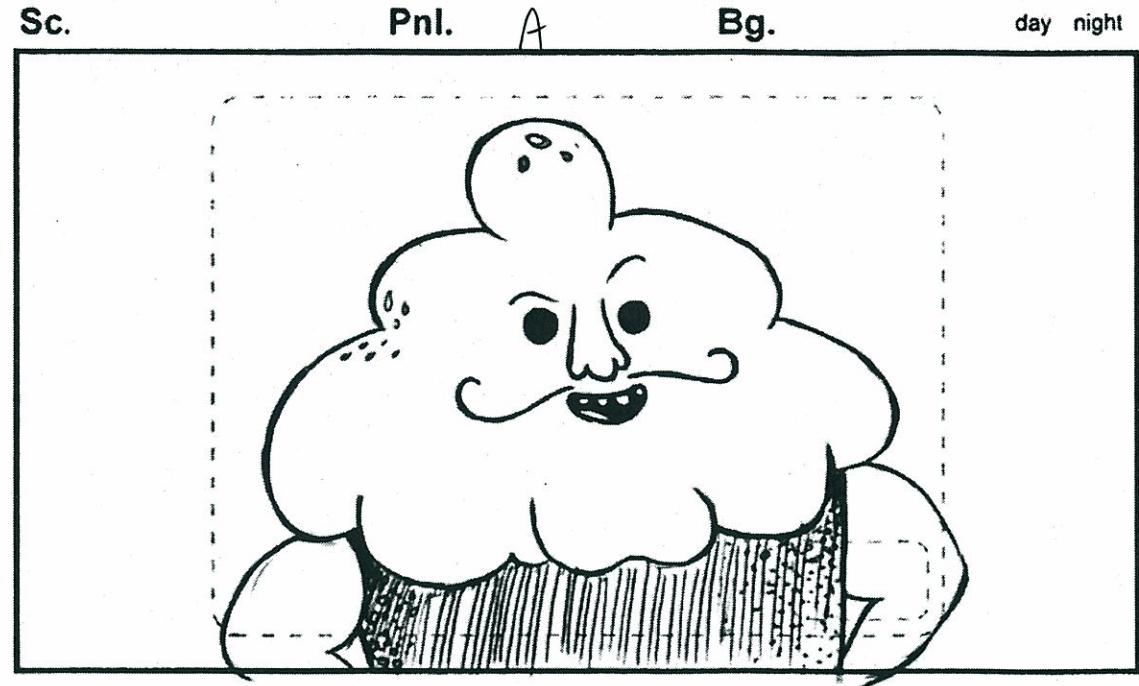
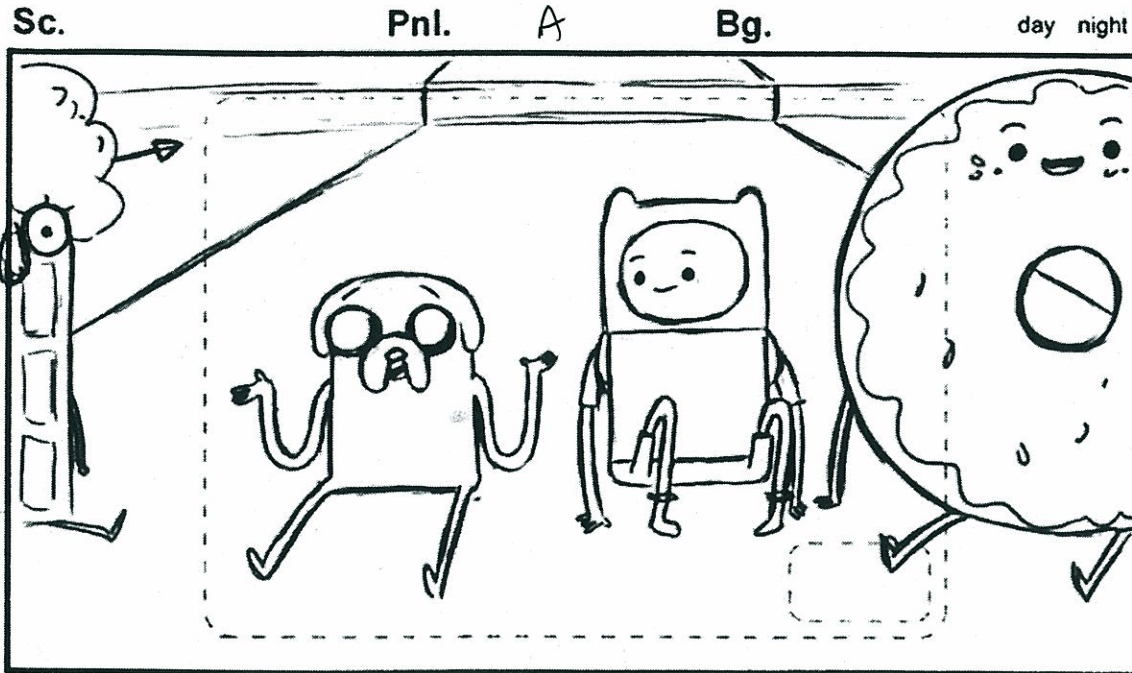
Production :



# ADVENTURE TIME



Page 136  
day night



Dialog:

JAKE: TRUTH?

Action:

Timing:

223

MR. C: Do You prefer Chocolate,  
OR Fudge?

ALT: DO You prefer Milk  
chocolate, OR dark  
chocolate?

224

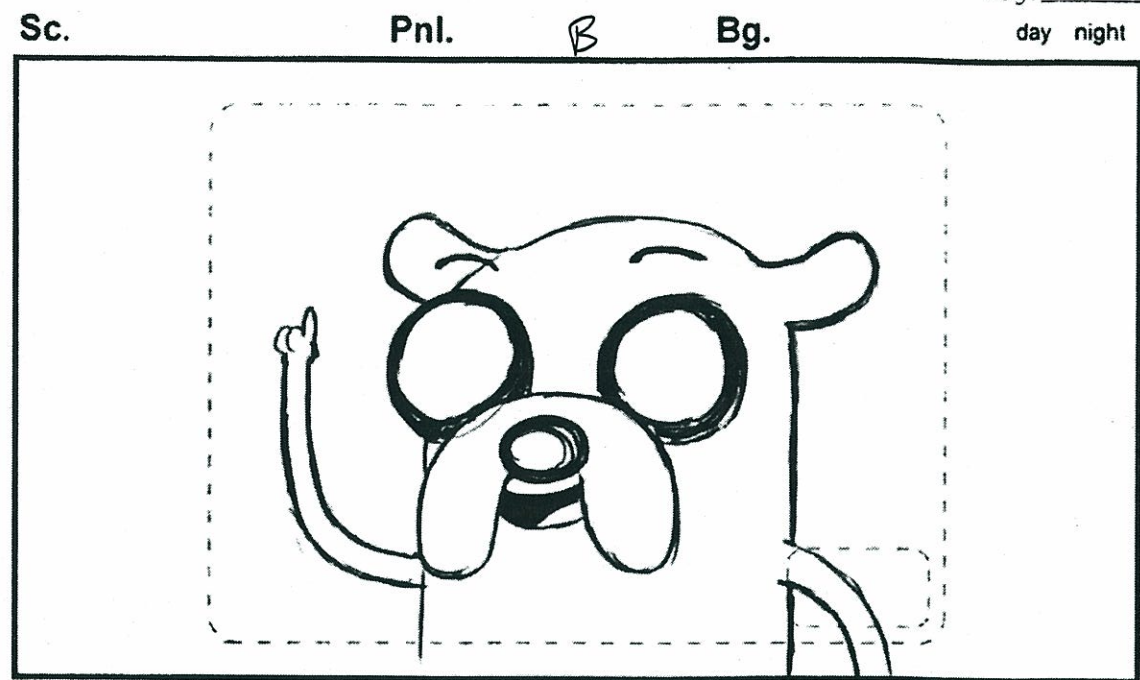
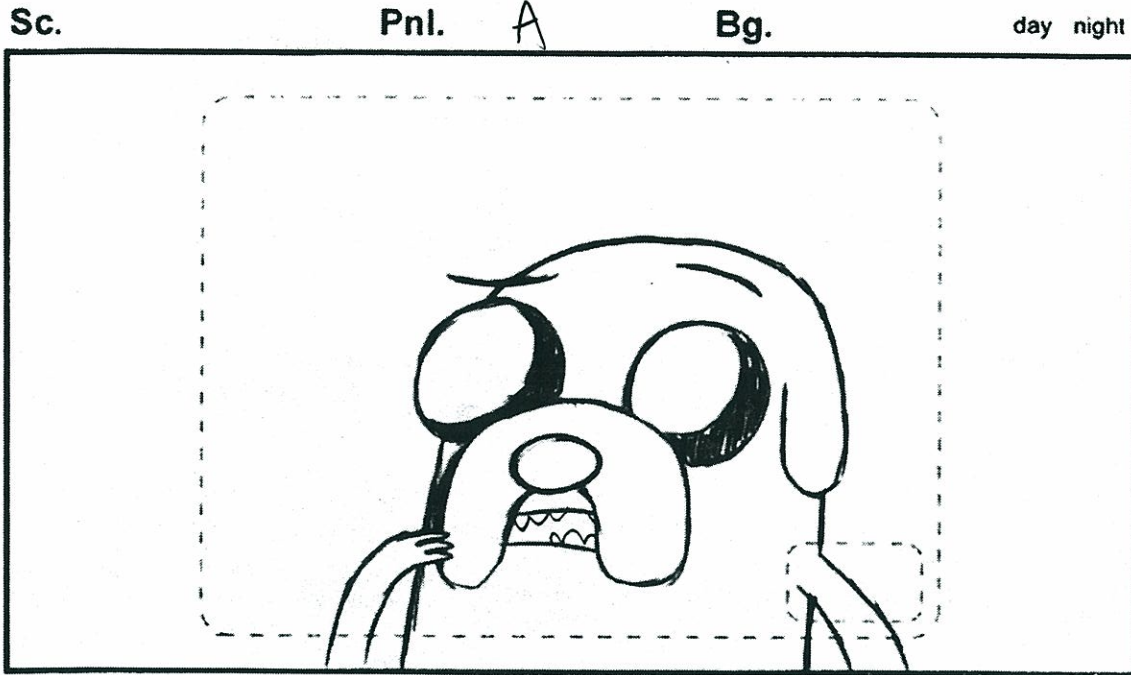
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 137  
day night



Dialog: JAKE: I CAN'T EAT CHOCOLATE OR FUDGE 'cause  
I'M A DOG, & they WOULD KILL ME,  
BUUUUT... PROBABLY...

Action: ALT: Well, I can't eat  
chocolate 'cause I'm  
a dog and it would  
kill me ... BUUUUT...  
Probably...

Timing:

225

Chocolate Fudge -

ALT: DARK  
chocolate -

ALT: Neither!

226

EPISODE # 692009

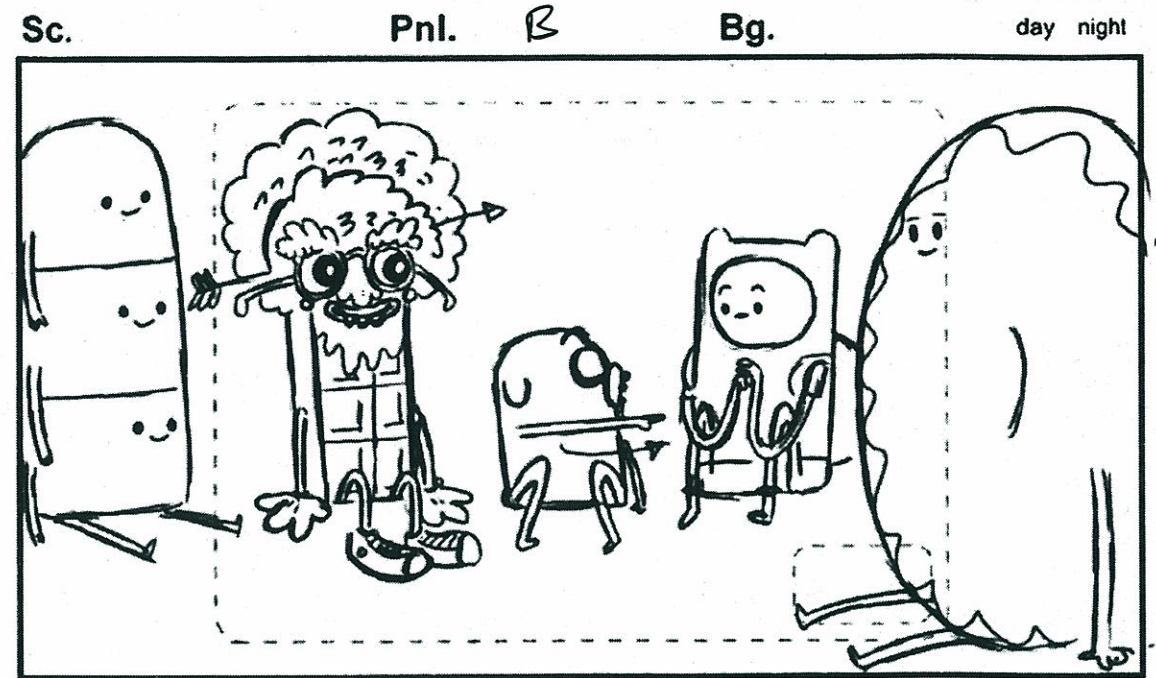
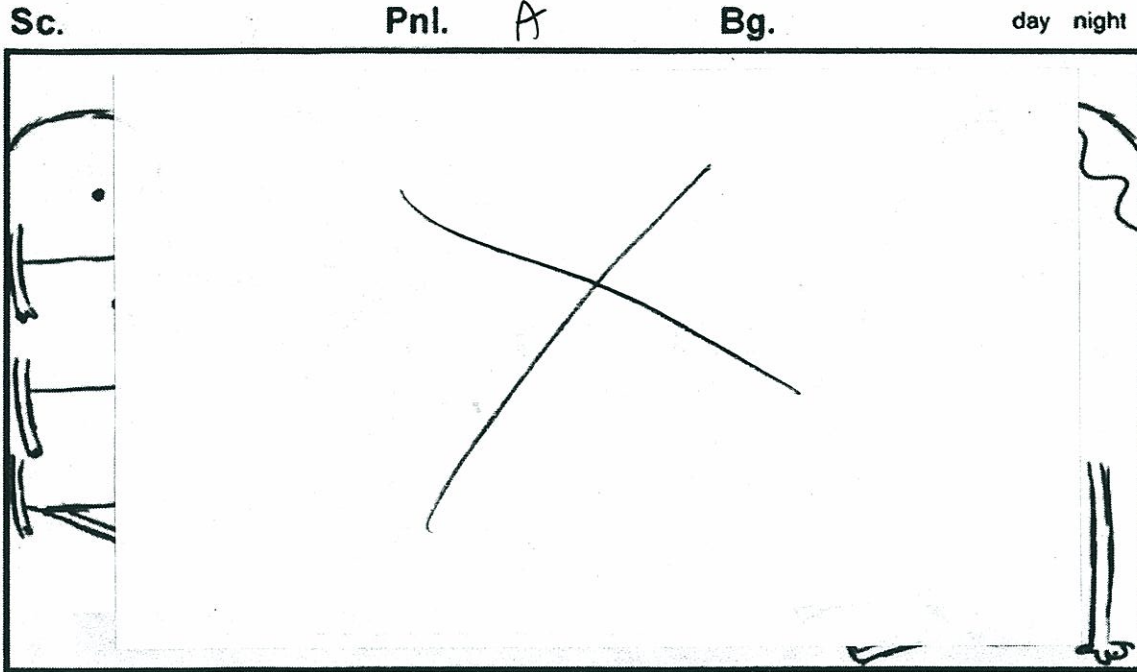
Production :



# ADVENTURE TIME



Page 138



EPISODE # 692009

Dialog	JAKE: FINN! TRUTH OR DARE
Action	
Timing	

227

228

Production :

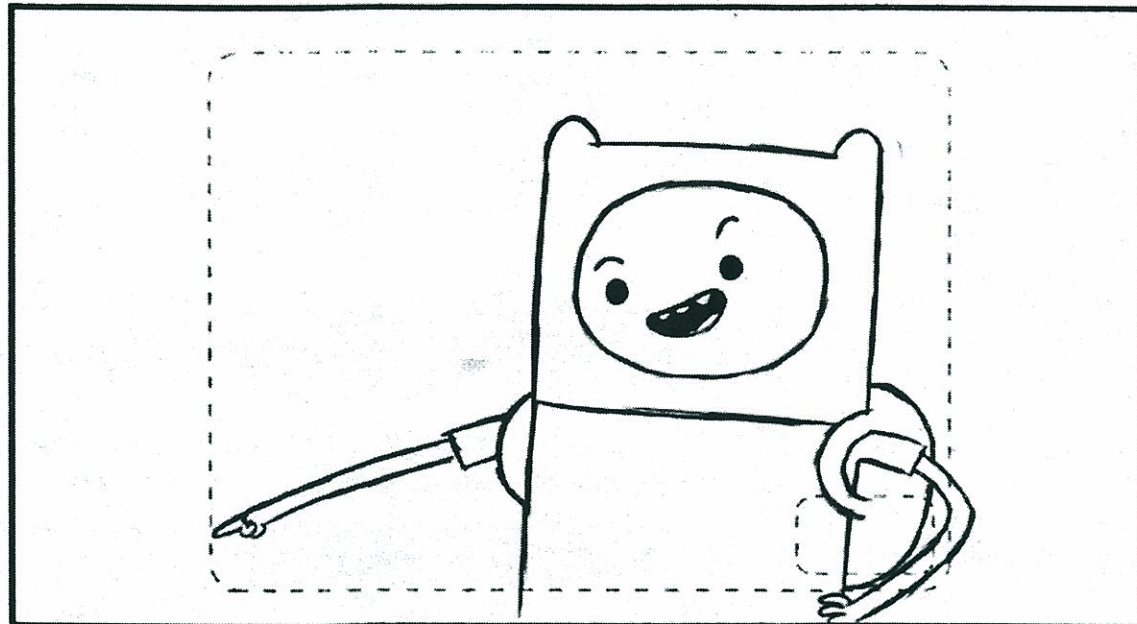
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# ADVENTURE TIME

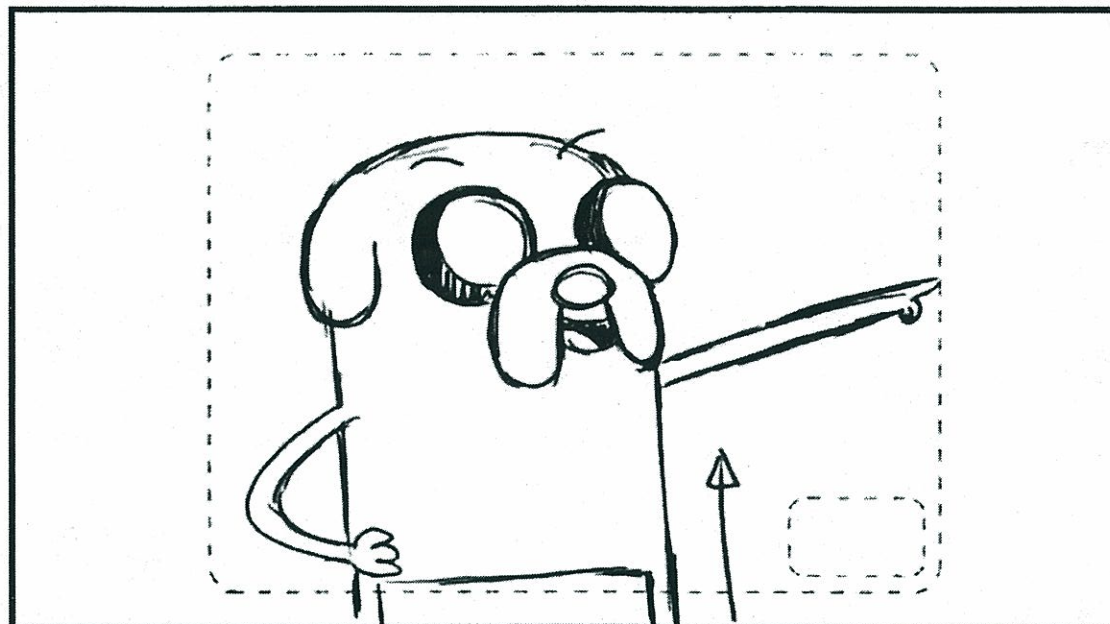


Page 139

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

FINN: DARE! HAHA!

Action:

JAKE: I DARE YOU TO TELL ME THE  
TRUTH ABOUT WHAT'S going on in your mind!  
WHAT were you and Bubblegum  
talking about when you were  
alone together!?

Timing:

229

230

EPISODE # 692009

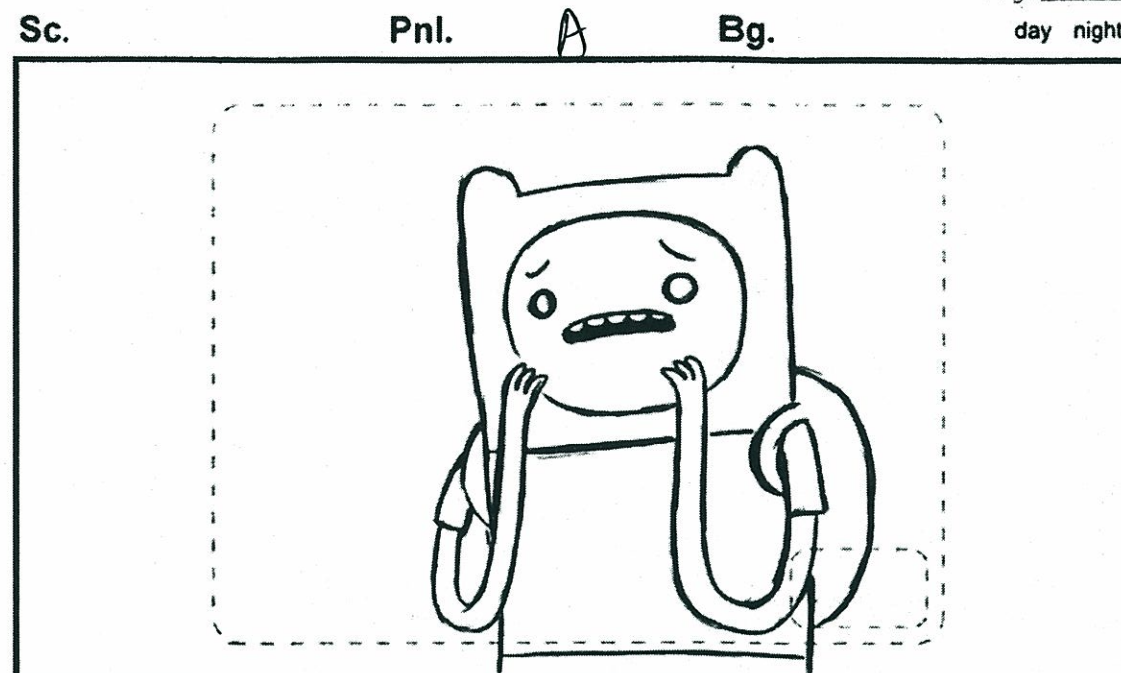
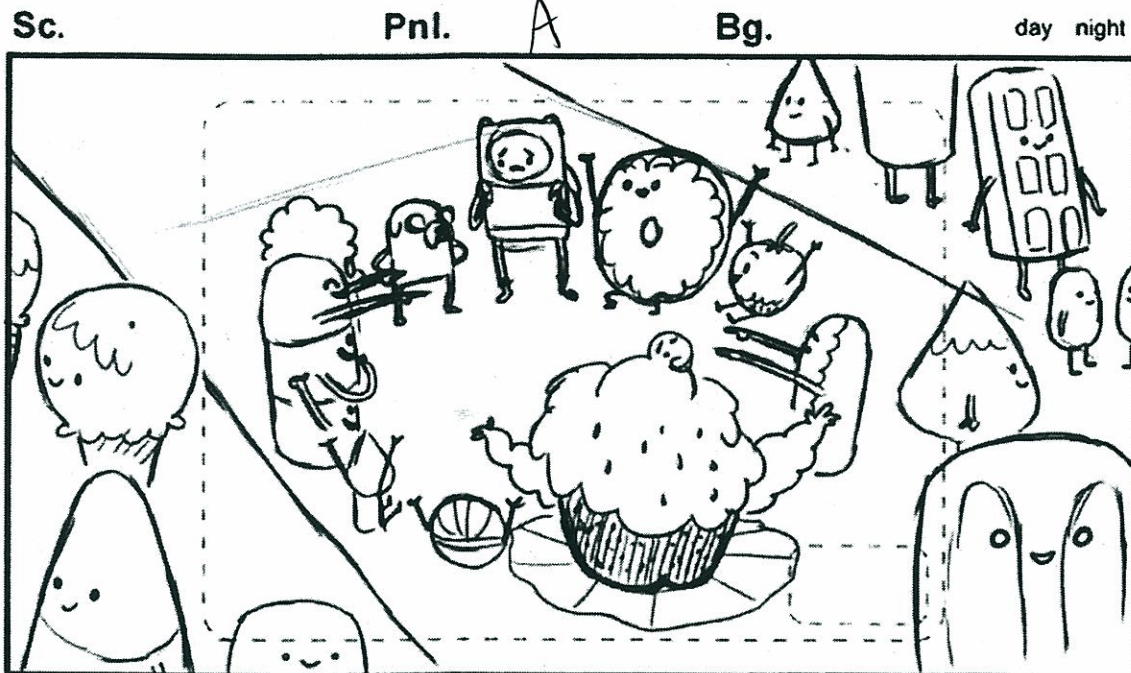
Production :



# ADVENTURE TIME



Page 140



Dialog:

**A.** CROWD: Oooooooooo! (Laughter)

**B.** FINN: UUHHH ~~~~

FINN: UHH THE TRUTH... IS...

Action:

Timing:

231

232

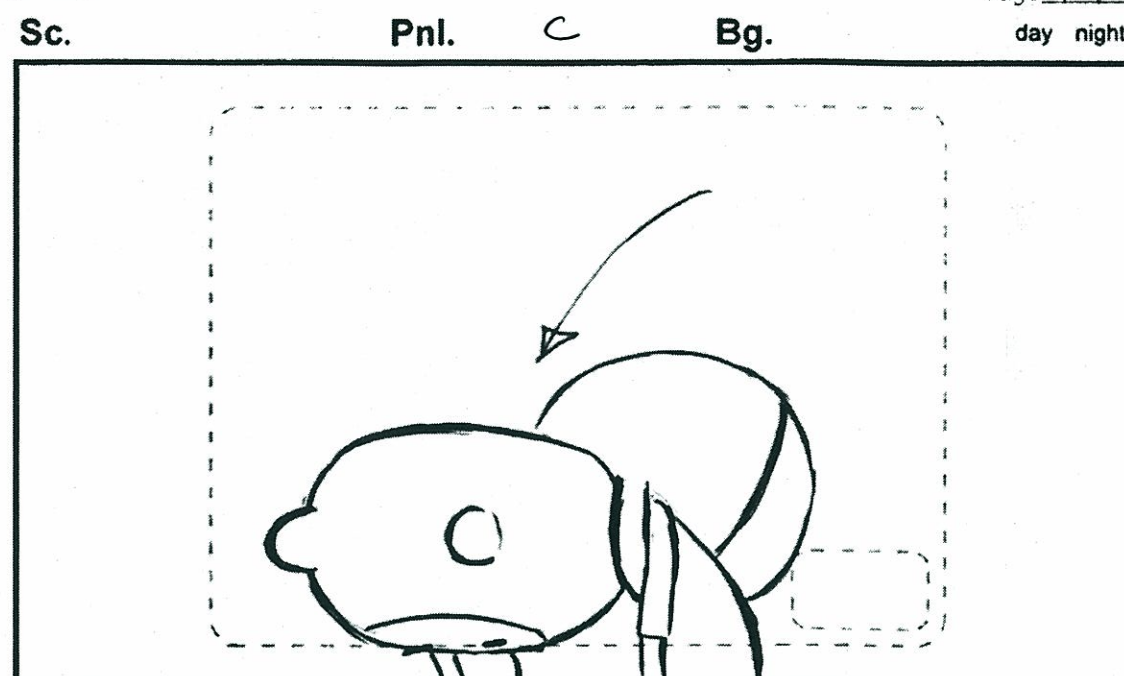
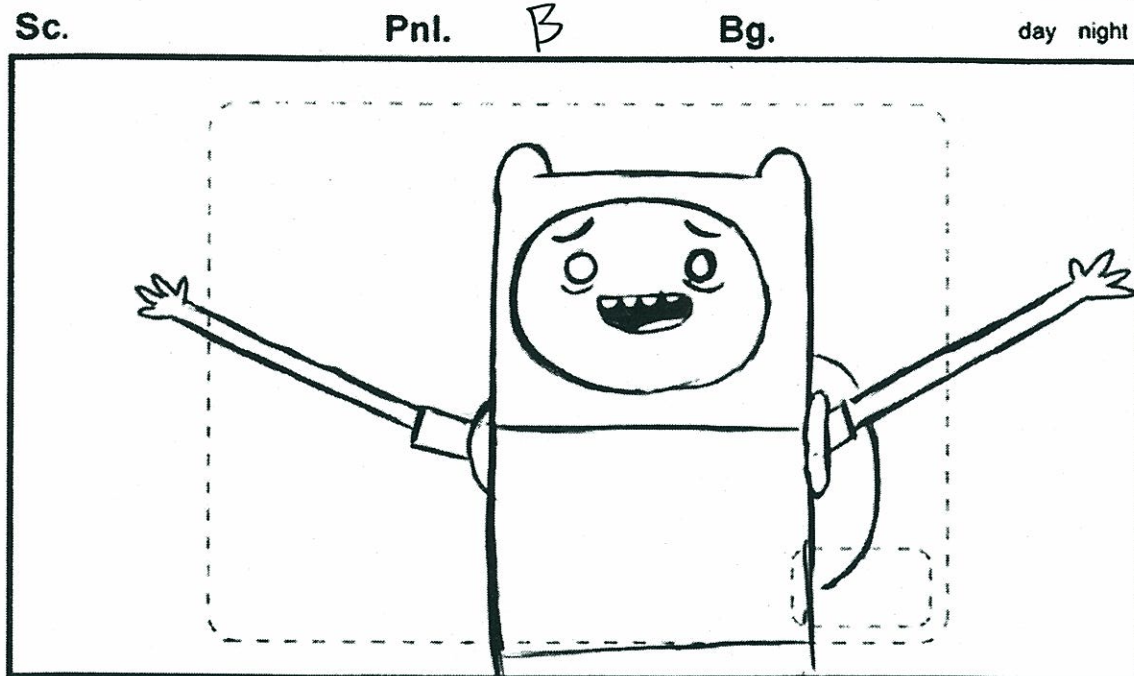
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 141  
day night



Dialog:	THAT I'D RATHER PLAY DODGE SOCKS.
Action:	
Timing:	
	233
	234

EPISODE # 692009

Production :

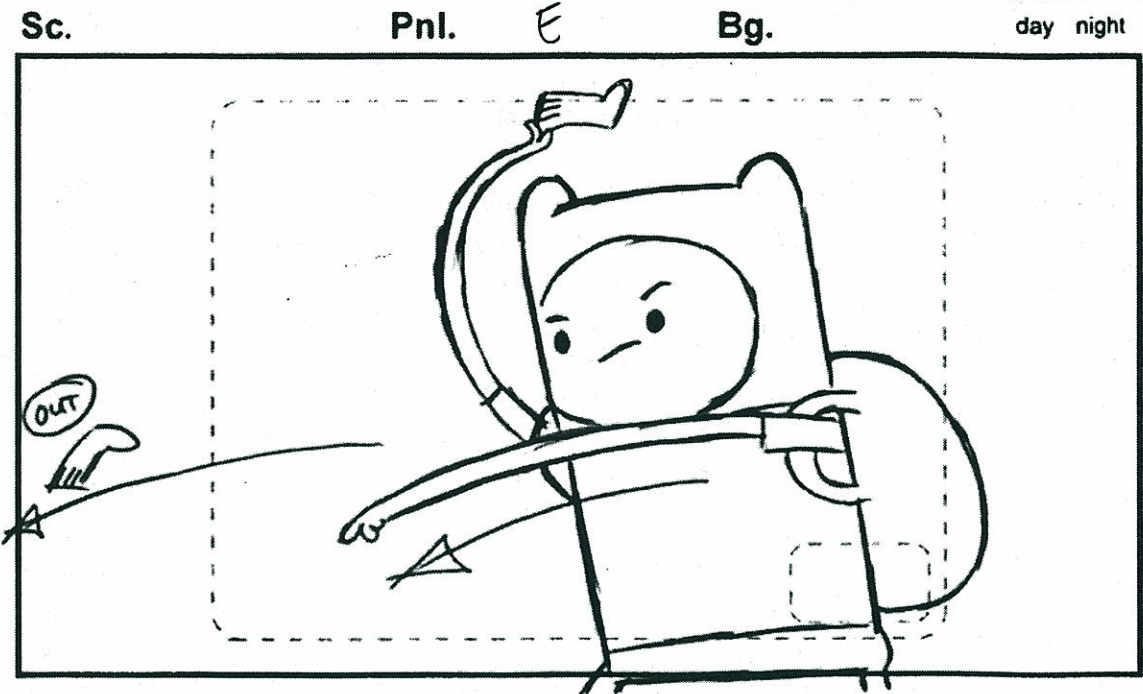
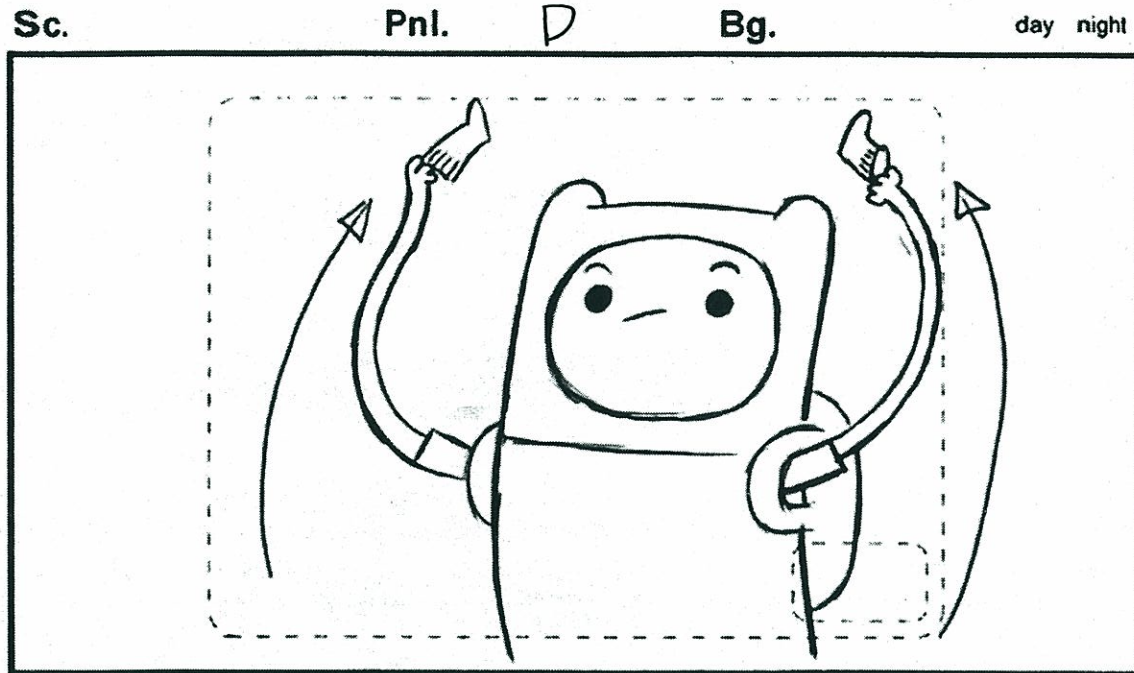


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# ADVENTURE TIME



Page 142  
day night



Dialog:
Action:
Timing:

235

236

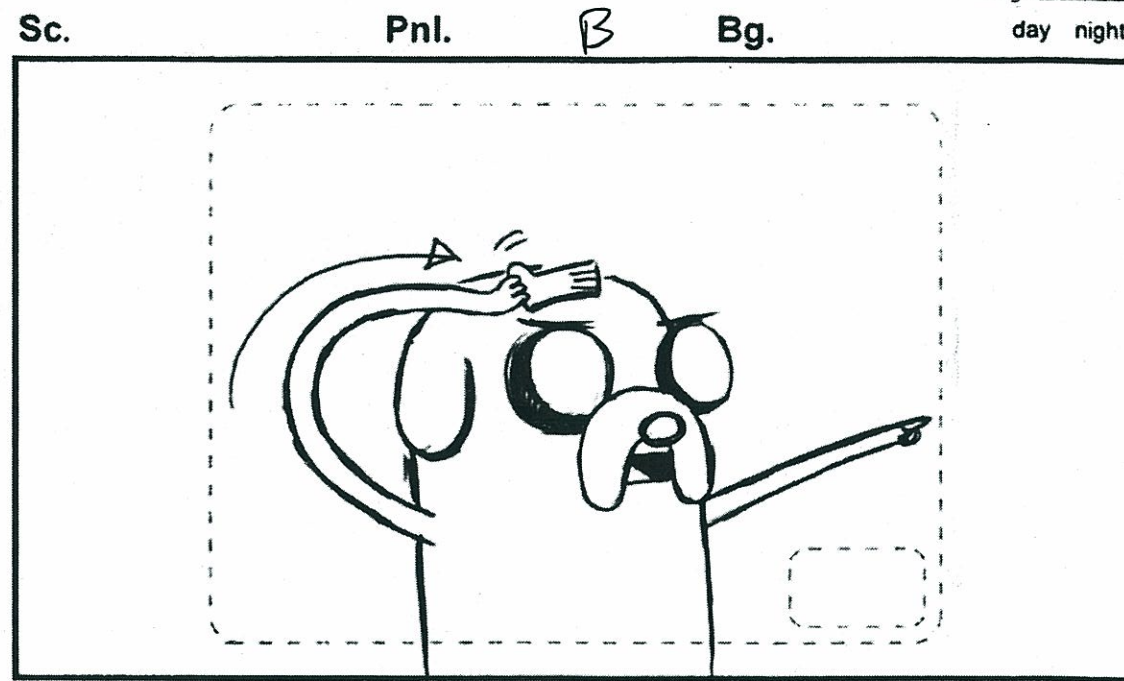
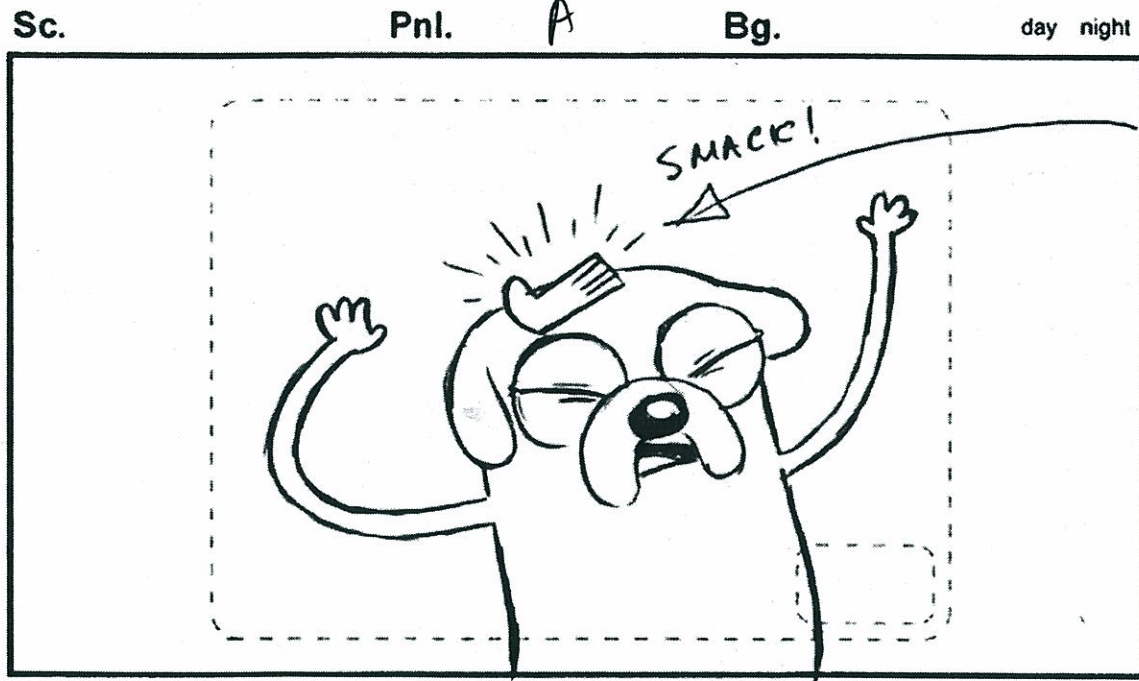
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 143  
day night



Dialog:	(J) I'M NOT PLAYING DODGE SOCKS TILL YOU STOP DODGING MY QUESTIONS.
Action:	
Timing:	

237

238

EPISODE # 692009

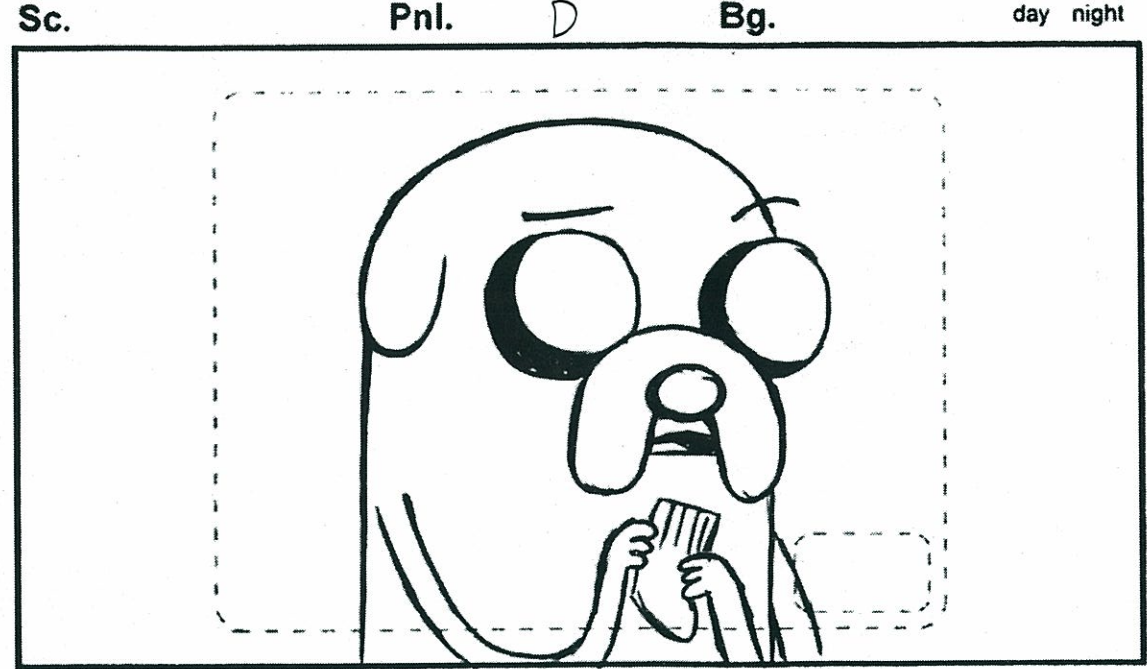
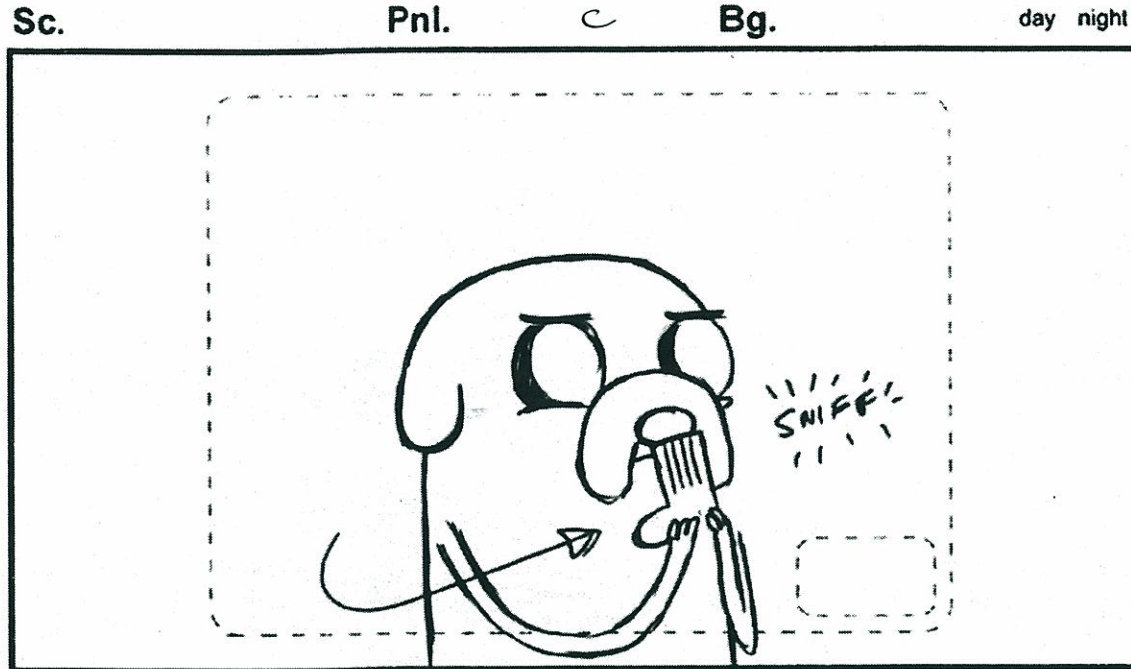
Production :



# ADVENTURE TIME



Page 144  
day night



Dialog:

⑤ OLD MISTER CREAM PUFF ?  
ISN'T HE DEAD... ?

Action:

Timing:

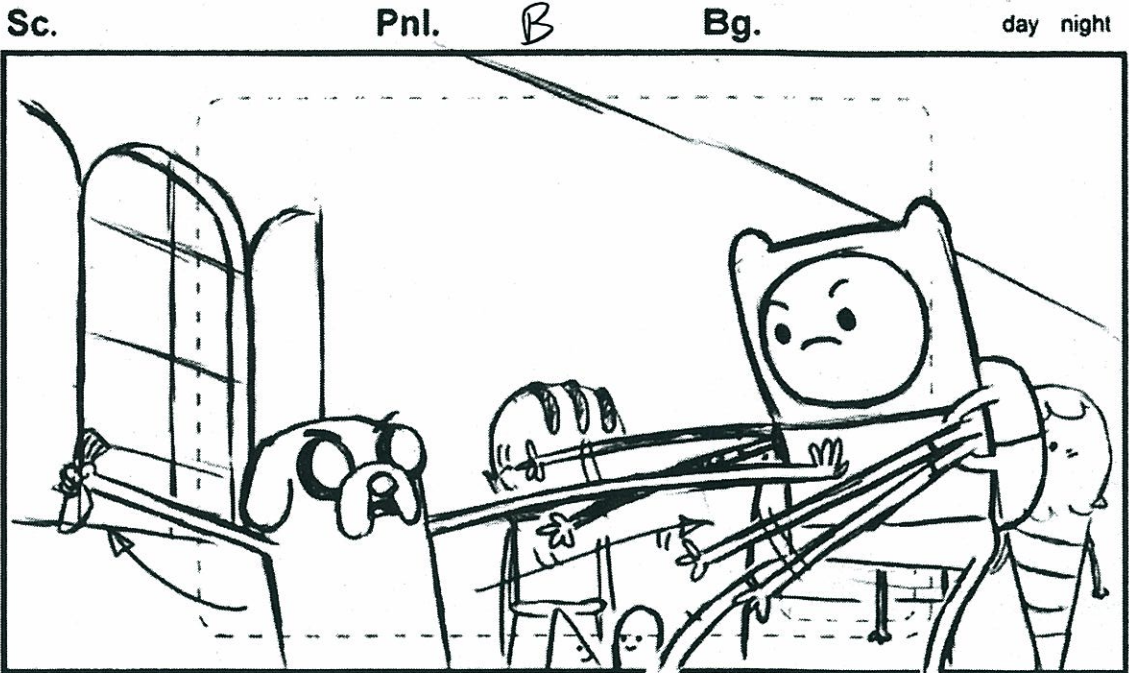
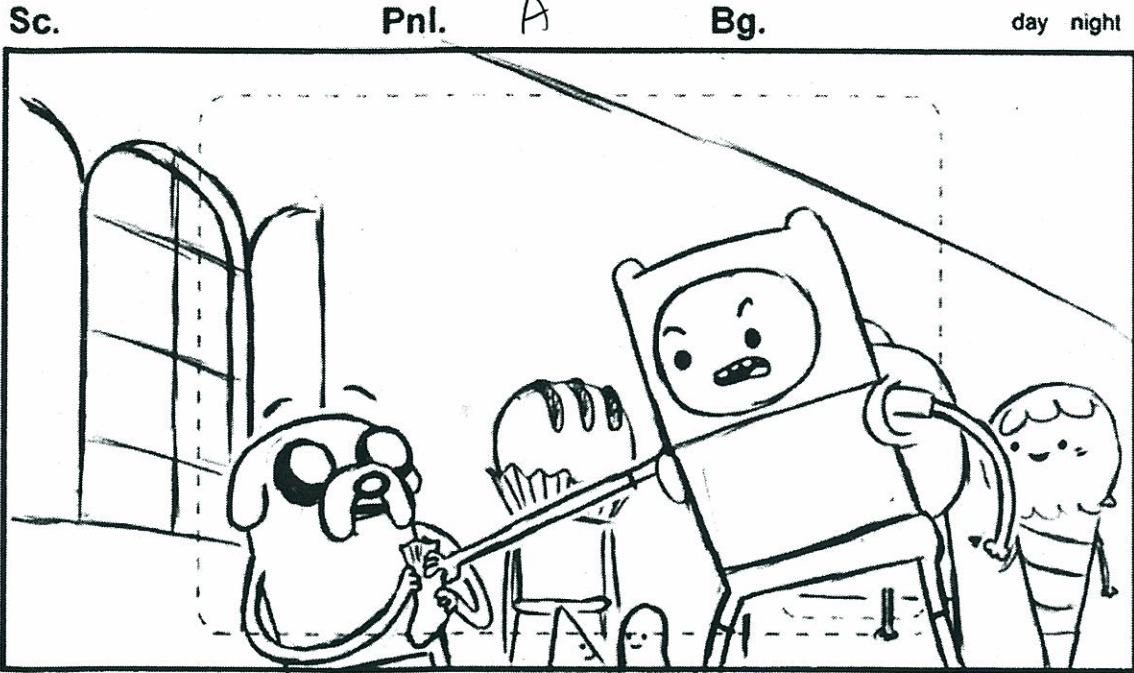
239

240

EPISODE # 692009

Production :

ADVENTURE TIME



Dialog: FINN: GIMMIE MY SOCK BACK!  
DODGESOCKS WAS A BAD IDEA -

Action:

Timing:

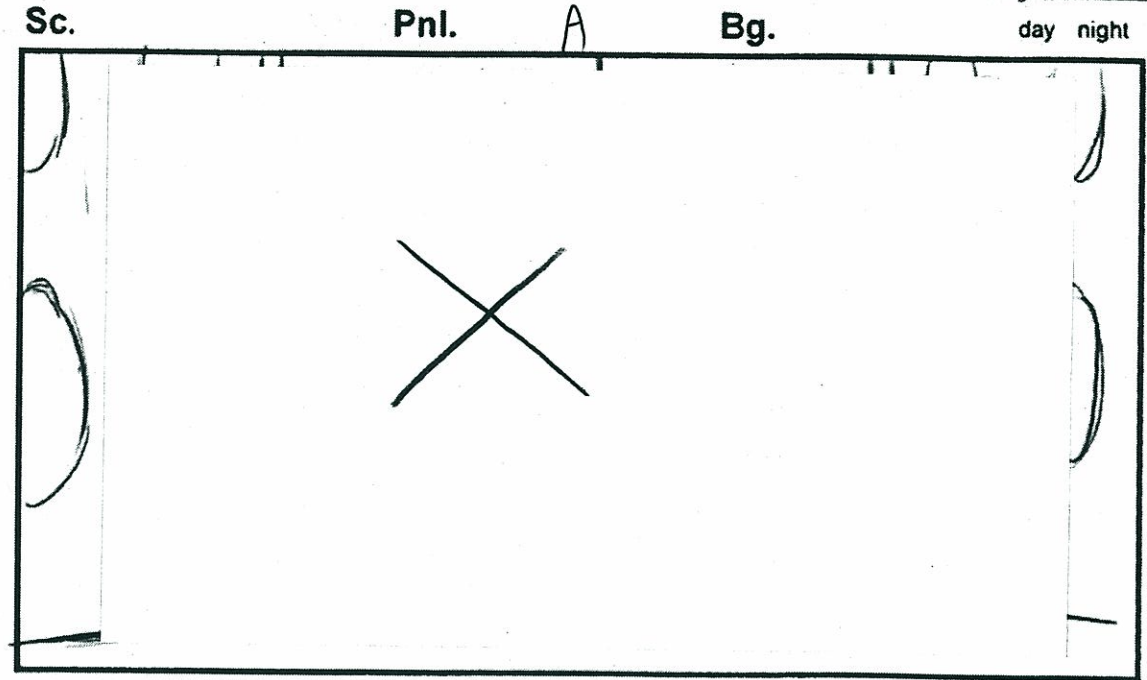
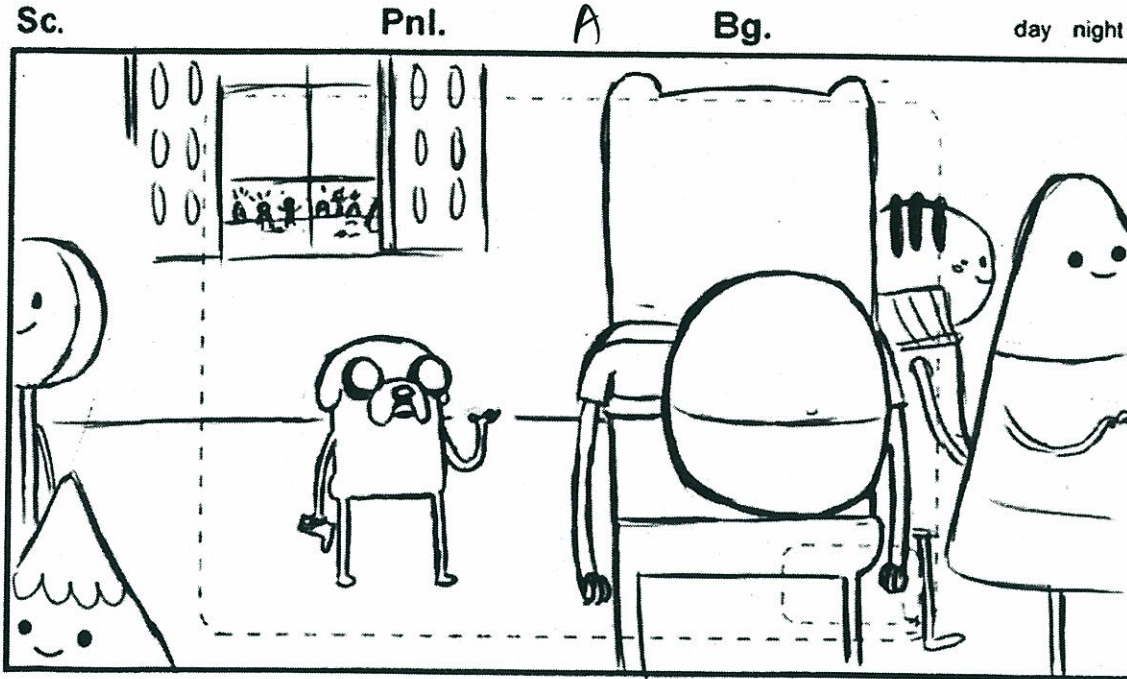
241 242



# ADVENTURE TIME



Page 146



Dialog:  
JAKE: Look Dude.. just tell me what's up.  
because—

Action:

Timing:

243

244

EPISODE # 692009

Production :



Page 146A

Sc.

Pnl.

By.

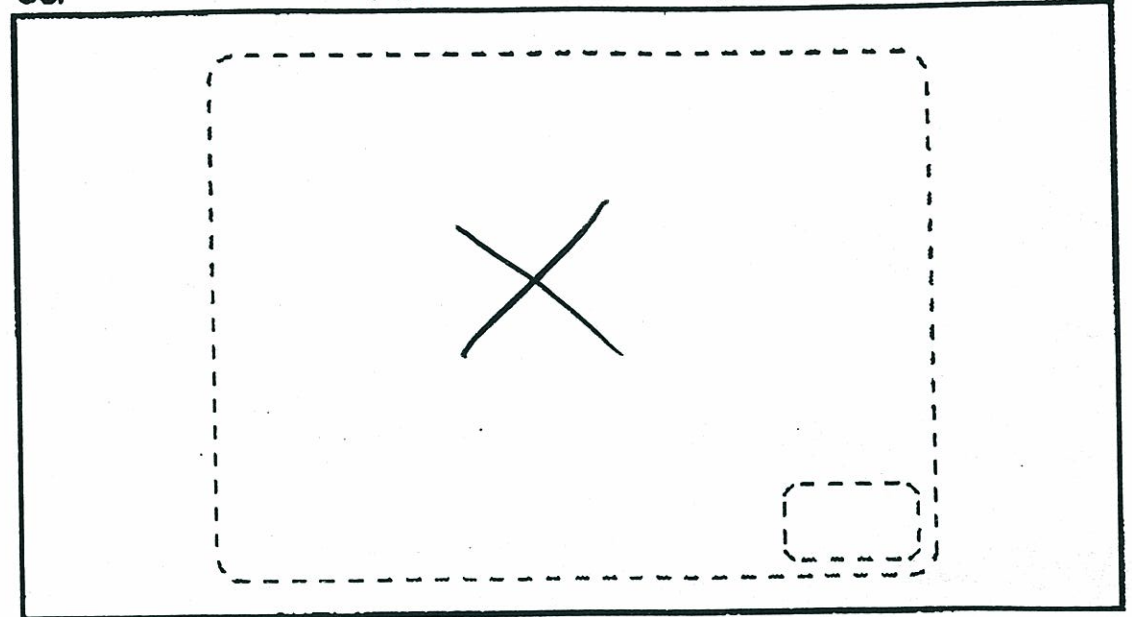
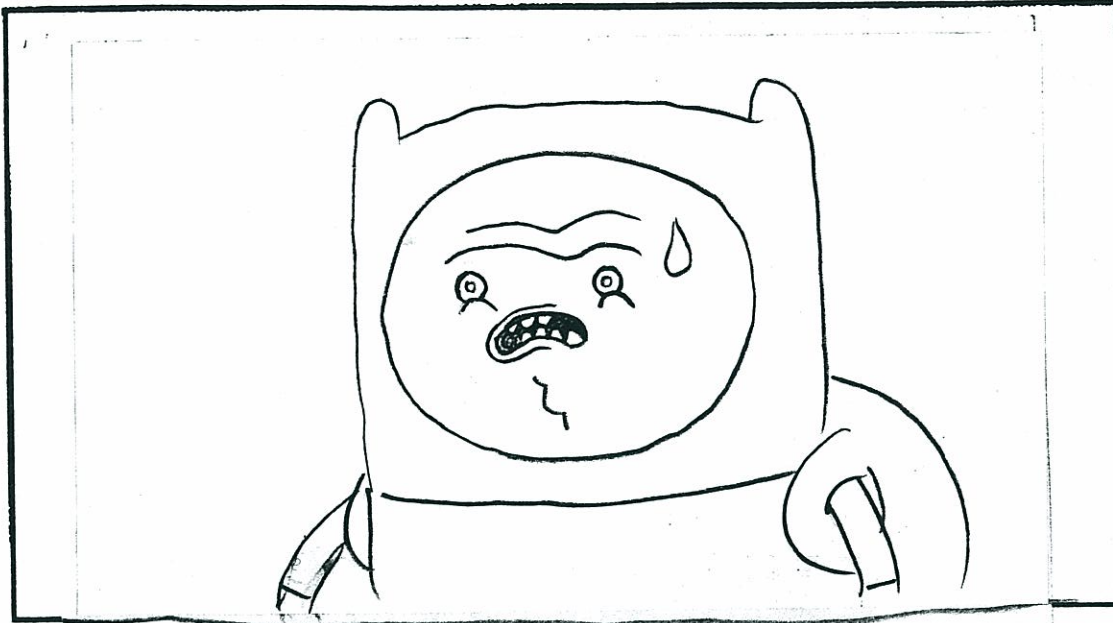
Way In/Out

Sc.

Pnl.

Bg.

day night



(J) <sup>(0.5)</sup> You are crazier  
than a Cannon Ball  
tonight...

Timing:

245

246

692009

EPISODE

Production

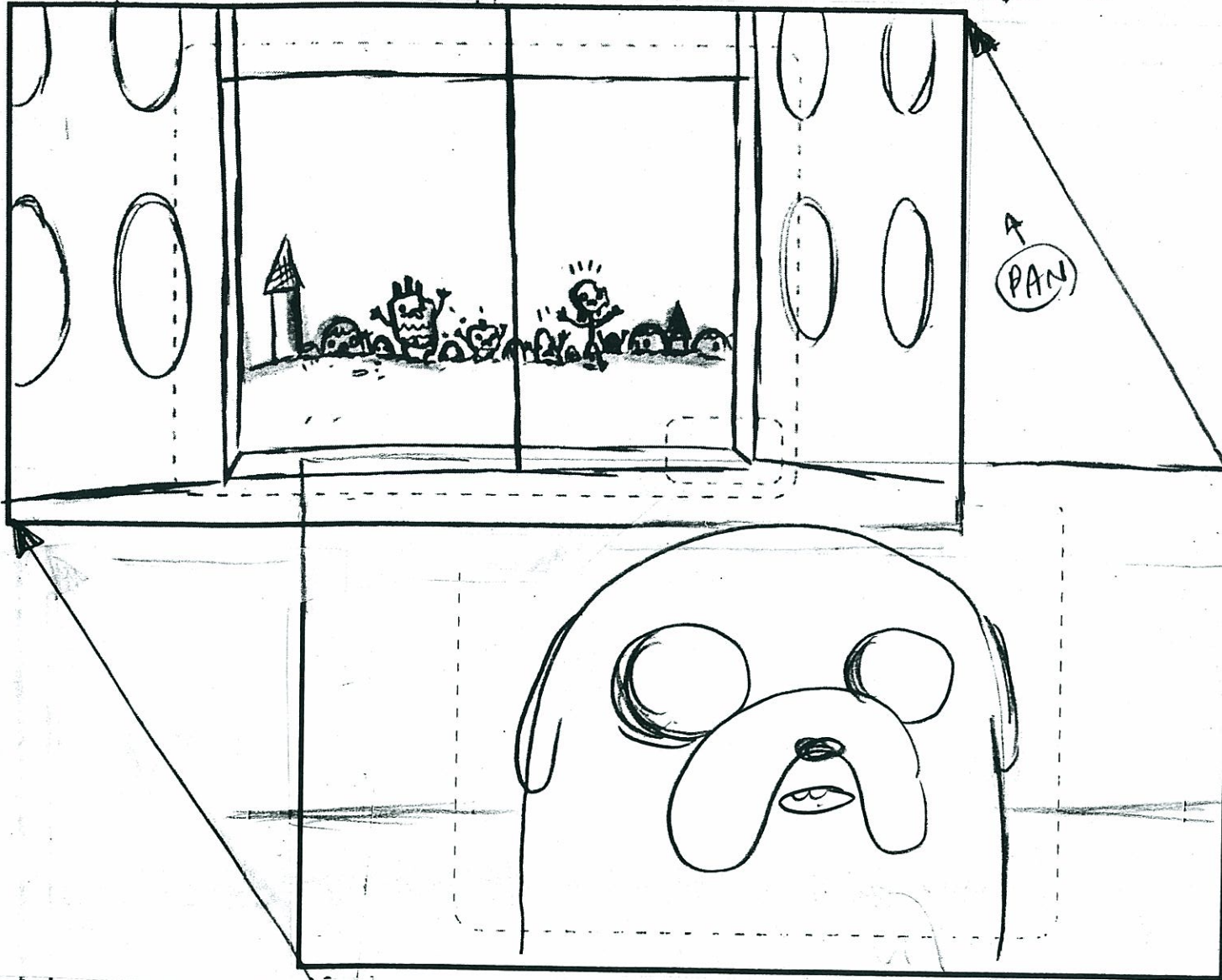




Page 146B

Bg.

day night



247

(J) ...And I can tell you  
want to get something  
off your chest.

248

EPISODE # 692009

Production :

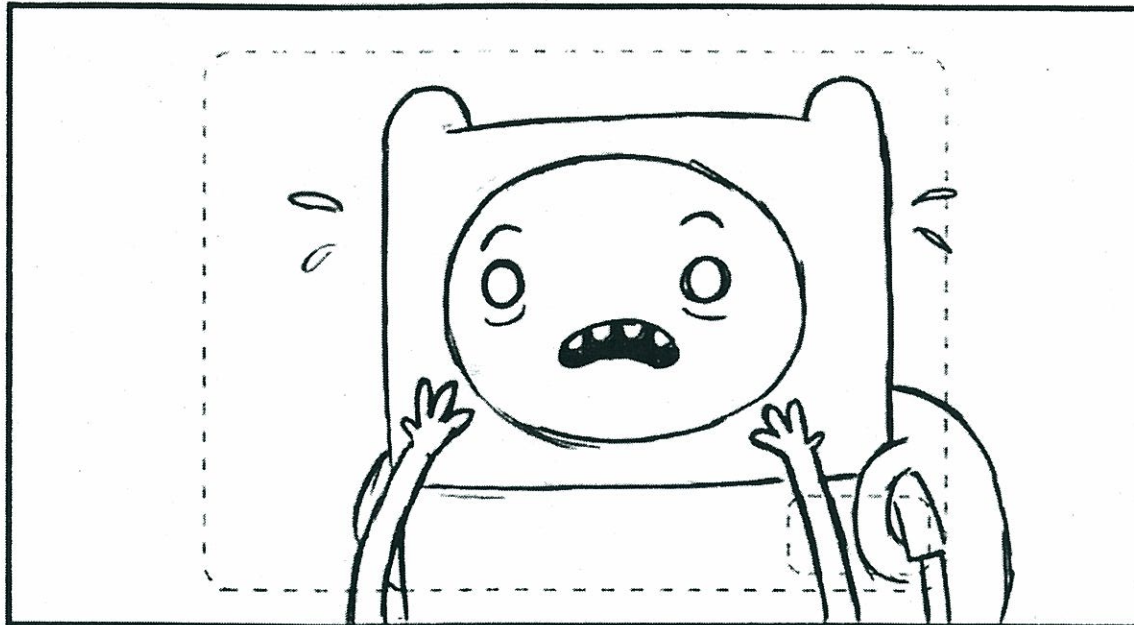
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# ADVENTURE TIME



Page 147

Sc. Pnl. A Bg. day night



Dialog:

FINN: UU UH ....

(INNER MONOLOGUE)  
Oh my goodness, Princess hasn't finished  
the equation and the zombies are here!

Action:

Timing:

249

250

EPISODE # 692009

Production :



# ADVENTURE TIME



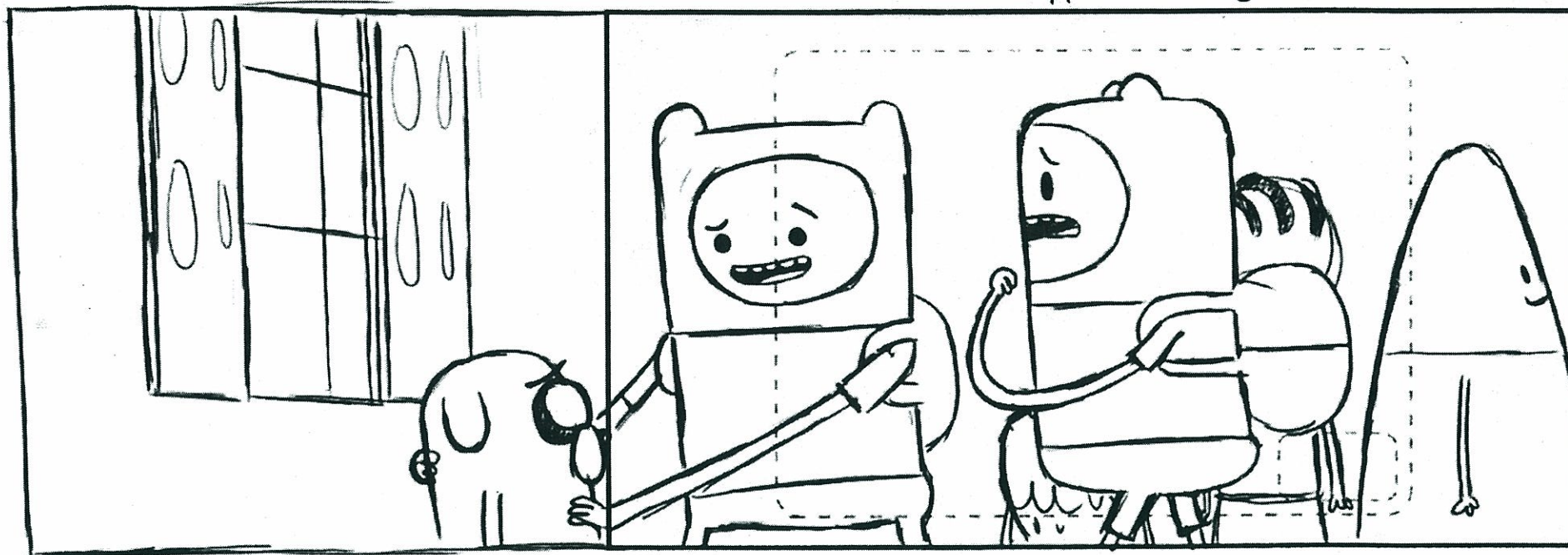
Sc.

Pnl.

A

Bg.

Page 148  
day night



Dialog:

FINN : I , UH ..... JUST WANT THIS  
SLUMBER PARTY TO BE SUPER FUN ... ♣

Action:

Timing:

251

252

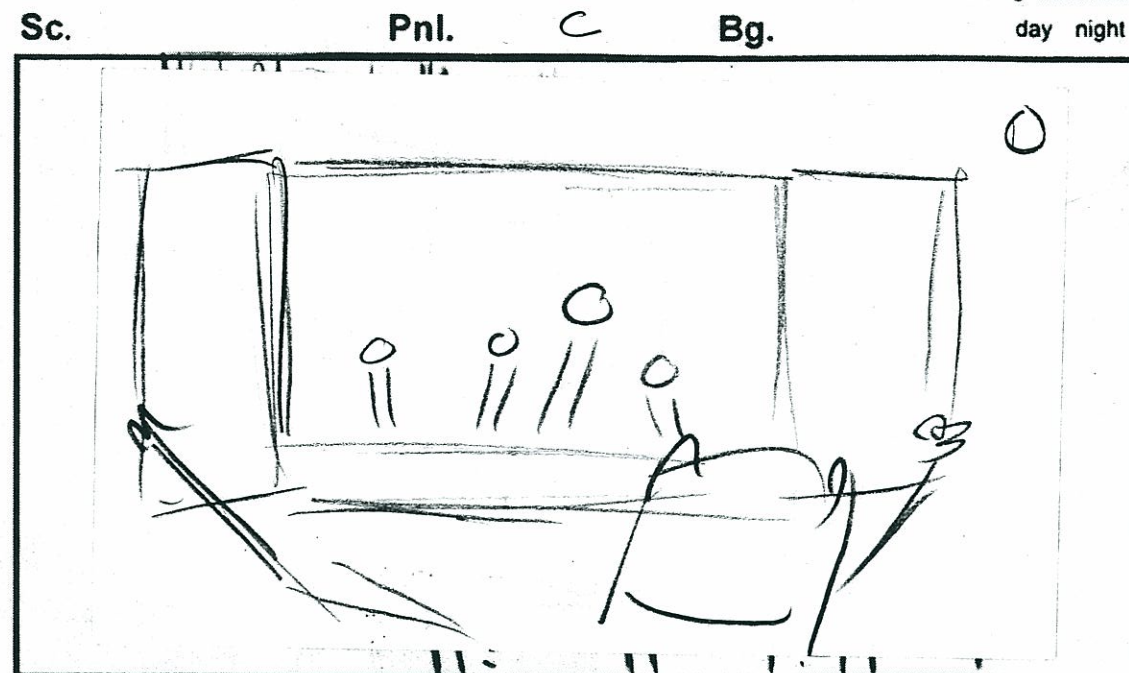
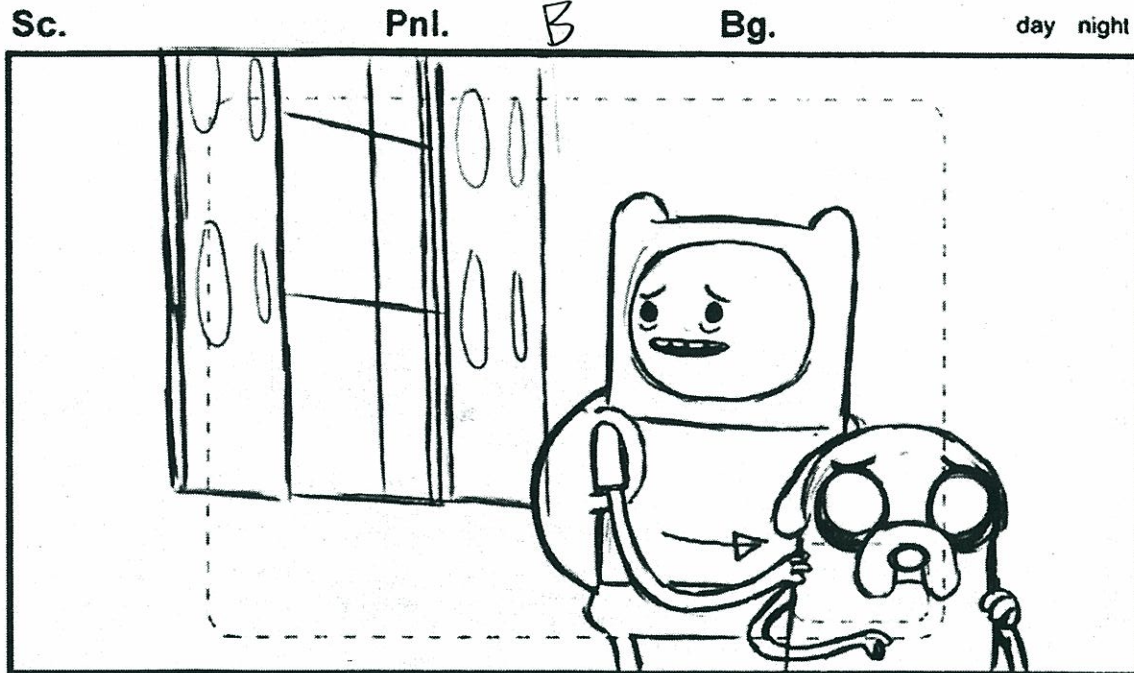
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 149



Dialog:	E AND IF I DID HAVE SOMETHING TO TELL YOU THEN I WOULD, IN A SECOND, AND IT WOULD MAKE MY LIFE EASIER- UNLESS THERE WAS SOMEONE STOPPING ME - LIKE A PROMISE	BUT THERE ISN'T. SO I WON'T. SO IT'S COOL.
Action:		
Timing:		

253

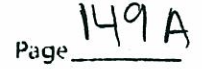
254

EPISODE # 692009

Production :



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Sc.	Pnl.	Bg.	day	night

CANDY APPLE zombies: Sugerrrr!!

**Timing:**

256

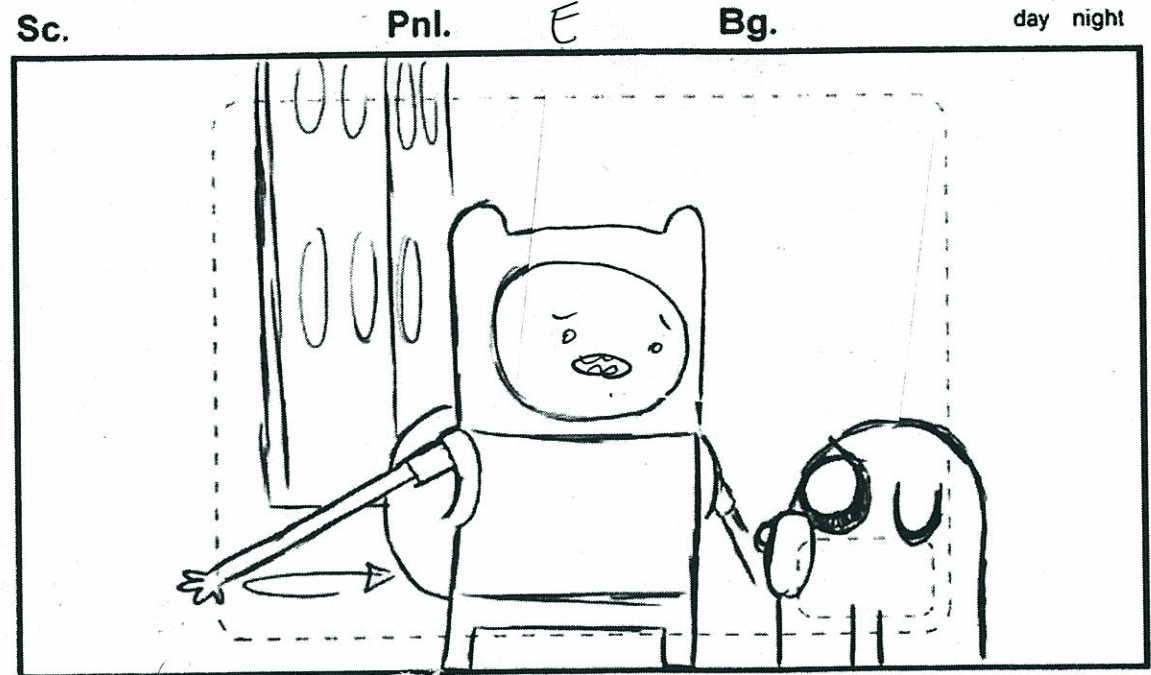
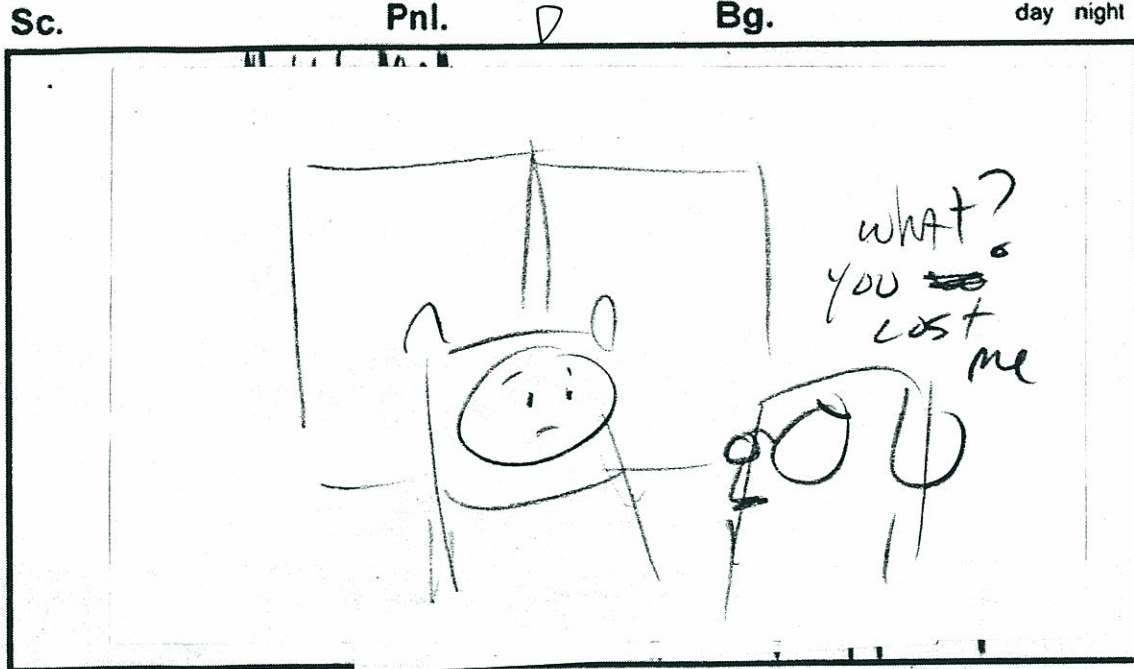
**Production :**

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# ADVENTURE TIME



Page 150  
day night



Dialog	(J) what? You lost me.
Action	
Timing	

257

Dialog	A. (F) uh... hey, you know what time it is? B. (J) Adventure time?
Action	
Timing	

258

EPISODE # 692009

Production :

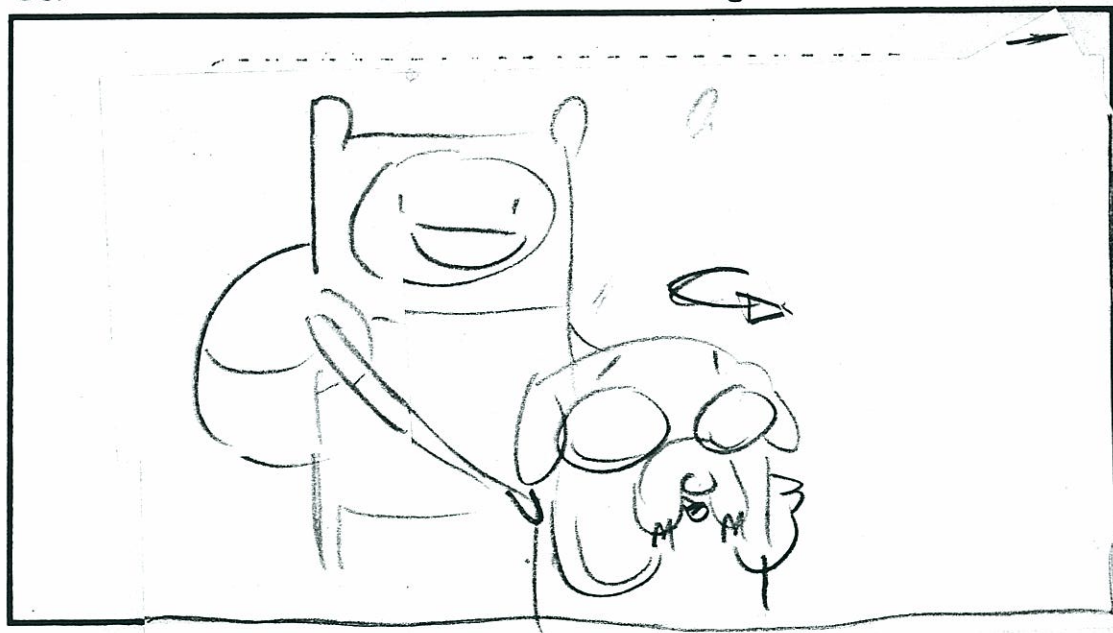


# ADVENTURE TIME

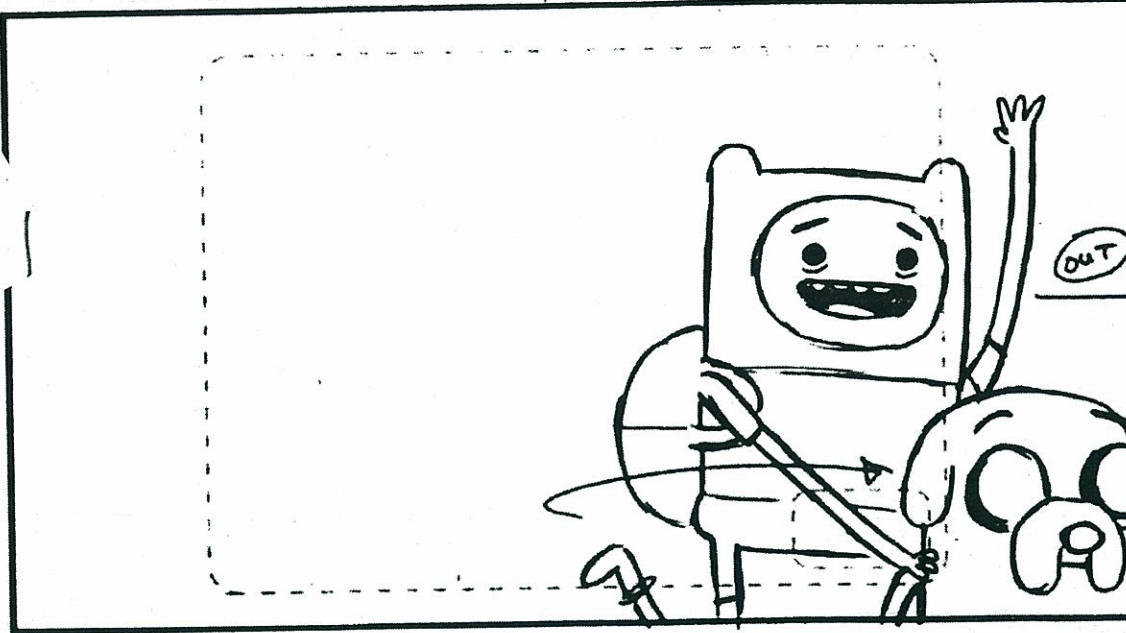


Page 150 A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

**A.** (F) NO, time for 7 minutes in heaven.  
You're First!

**B.** (J) Really?

(F) Lady Rainicorn in the closet with Jake!

Action:

(super happy)

Timing:

259

260

EPISODE # 692009

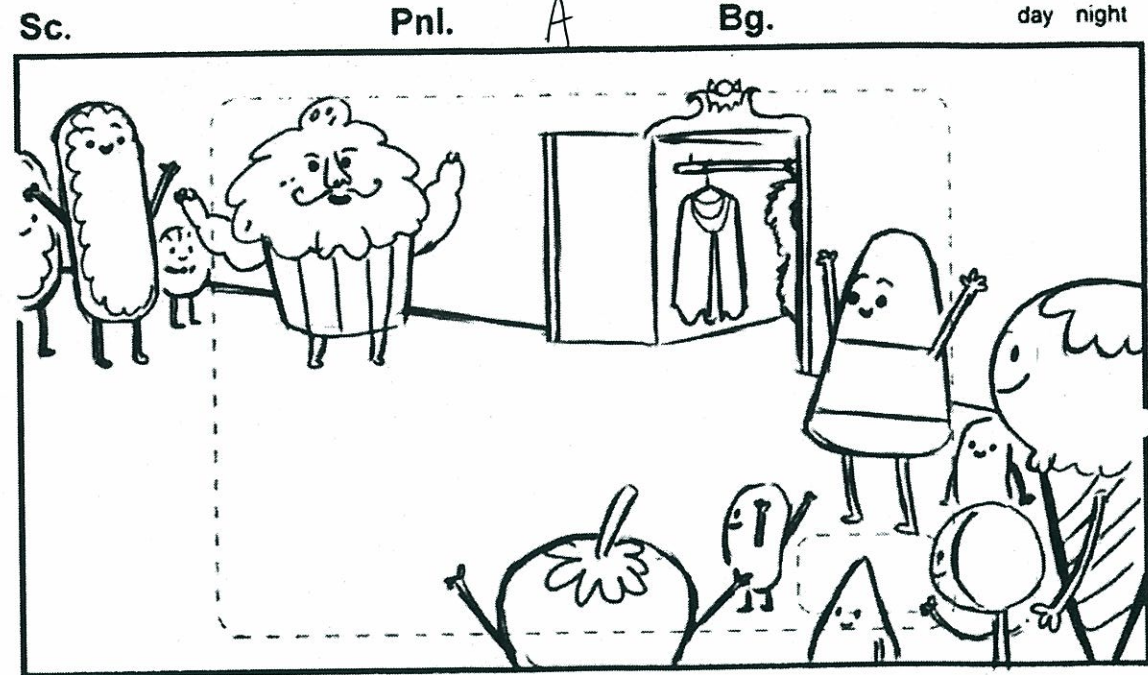
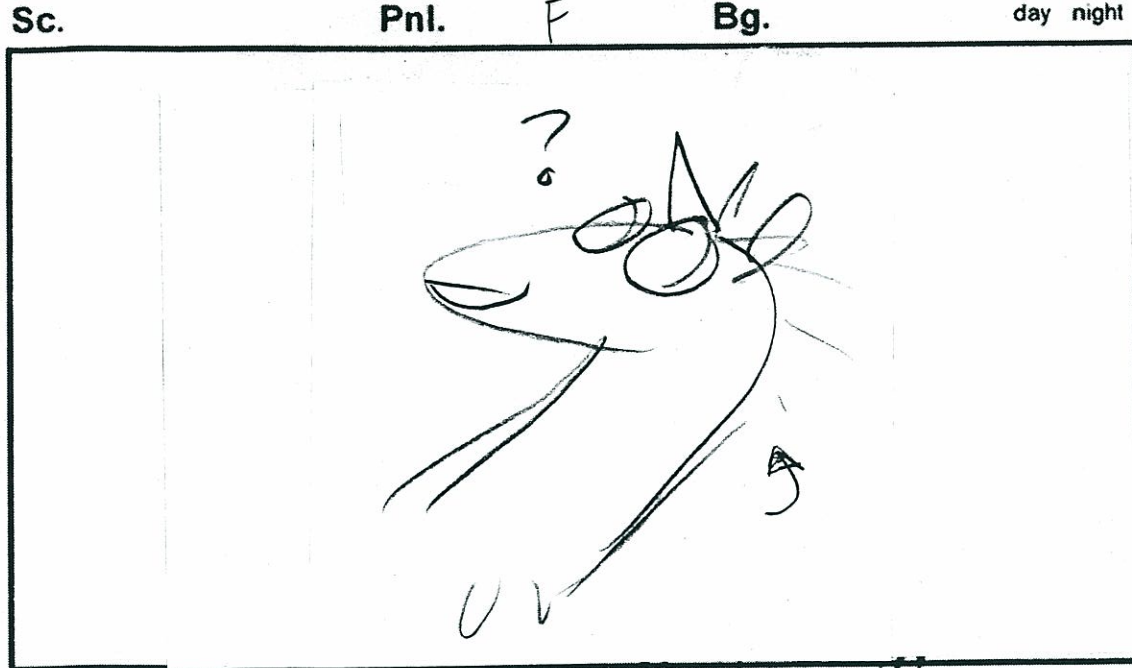
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# ADVENTURE TIME



Page 151  
day night



Dial  
1  
Lady: what? oh, whatever...  
Alt: " \* laughter \* oh, ok."

CROWD: <sup>GO</sup> JAKE! GO LADY RAIN! CORN  
WDDDD! (WALLA)

261

262

692009

EPISODE #

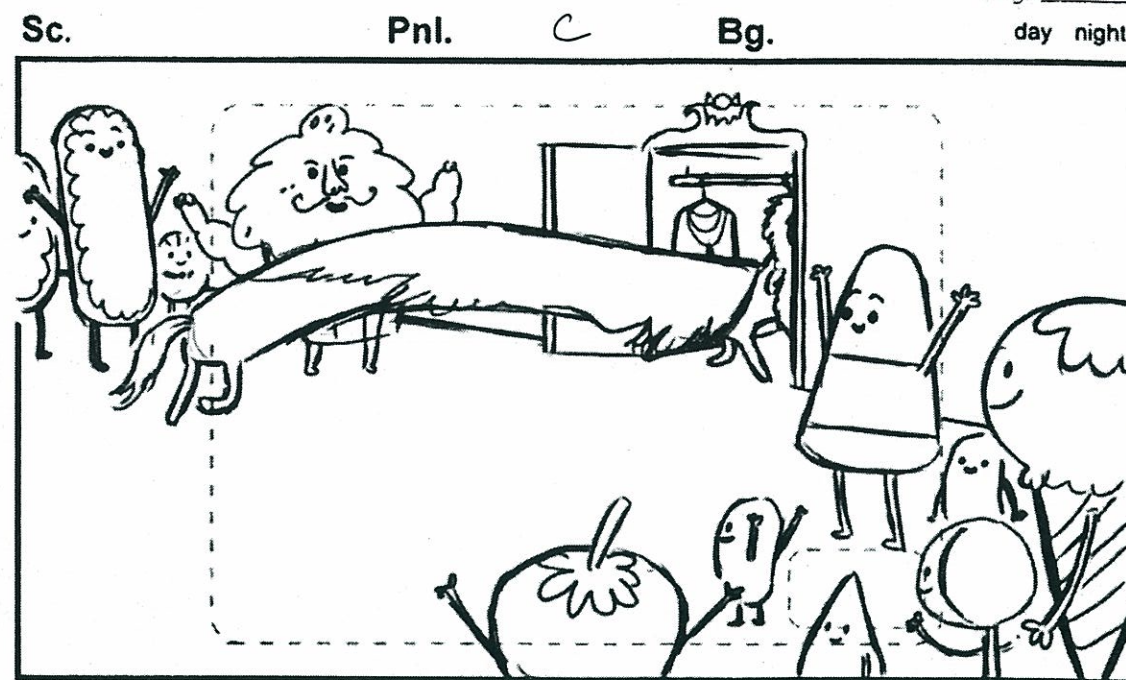
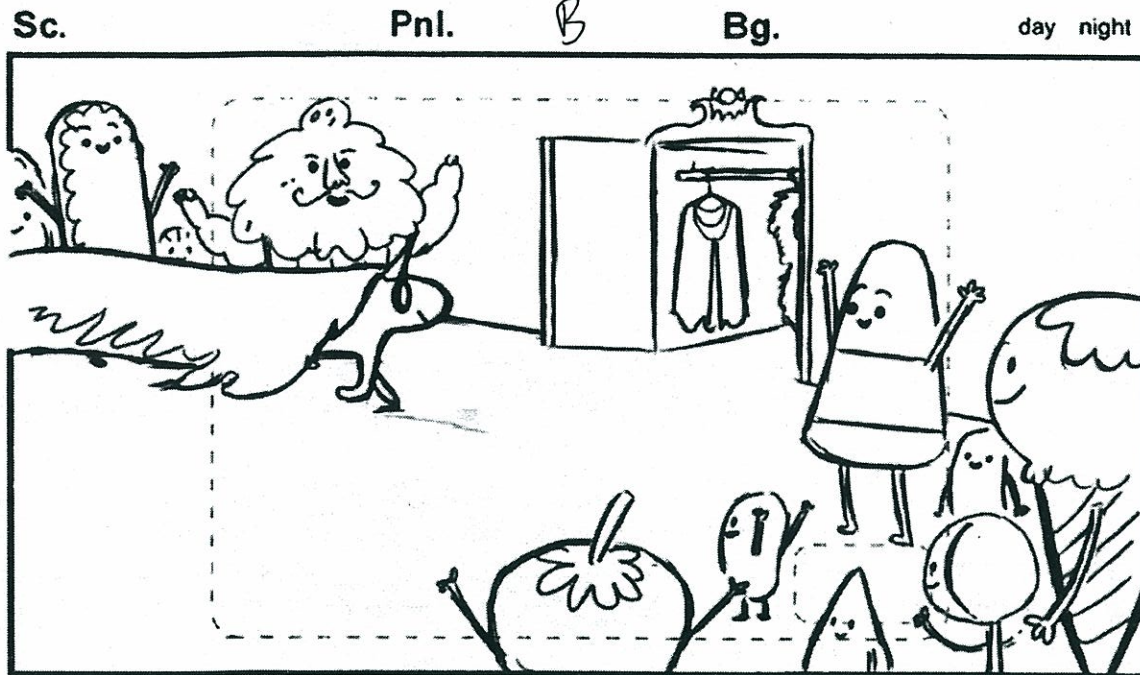
Production :



# ADVENTURE TIME



Page 152



Dialog:

CHOCO-BERRY:  
7 minutes in the  
closet where you can do whatever  
you want!

Action:

Timing:

263

264

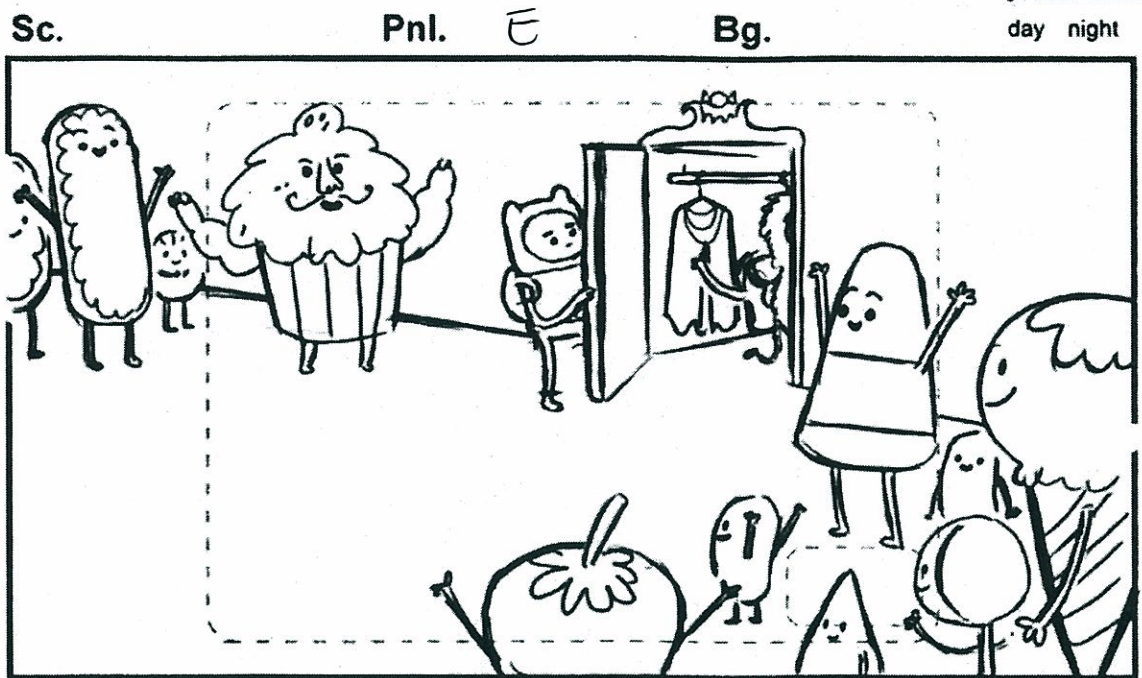
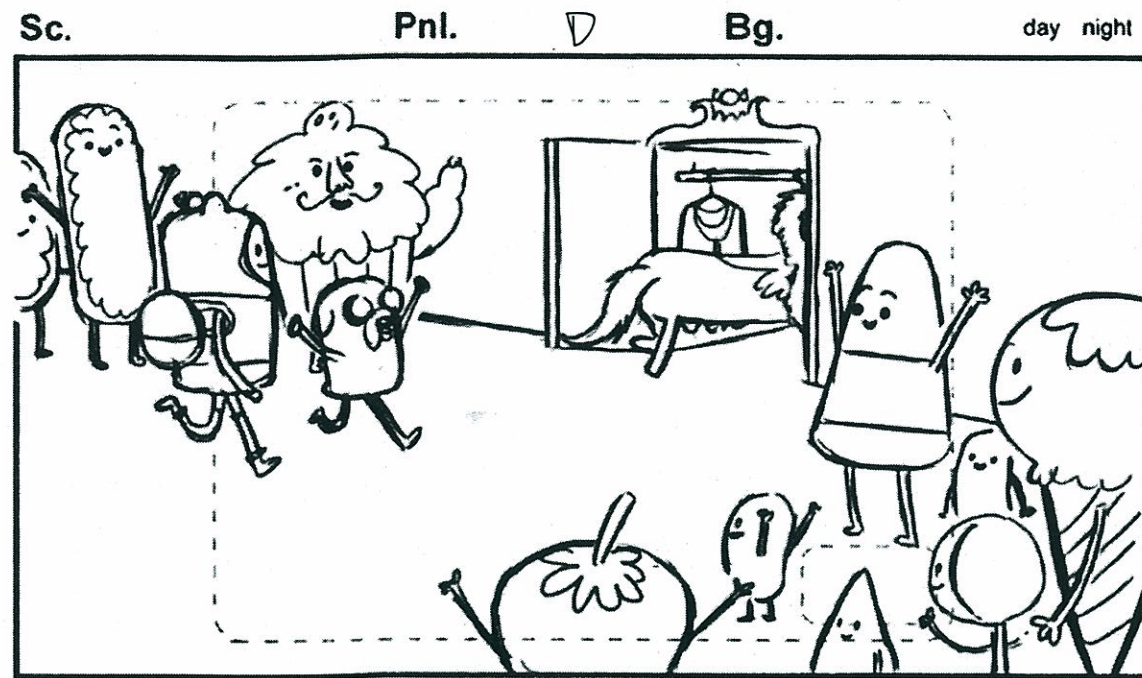
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# ADVENTURE TIME



Dialog:

⑤ haha! okay,  
okay.

⑤ Alright.

Action:

Timing:

265

266

EPISODE # 692009

Production :

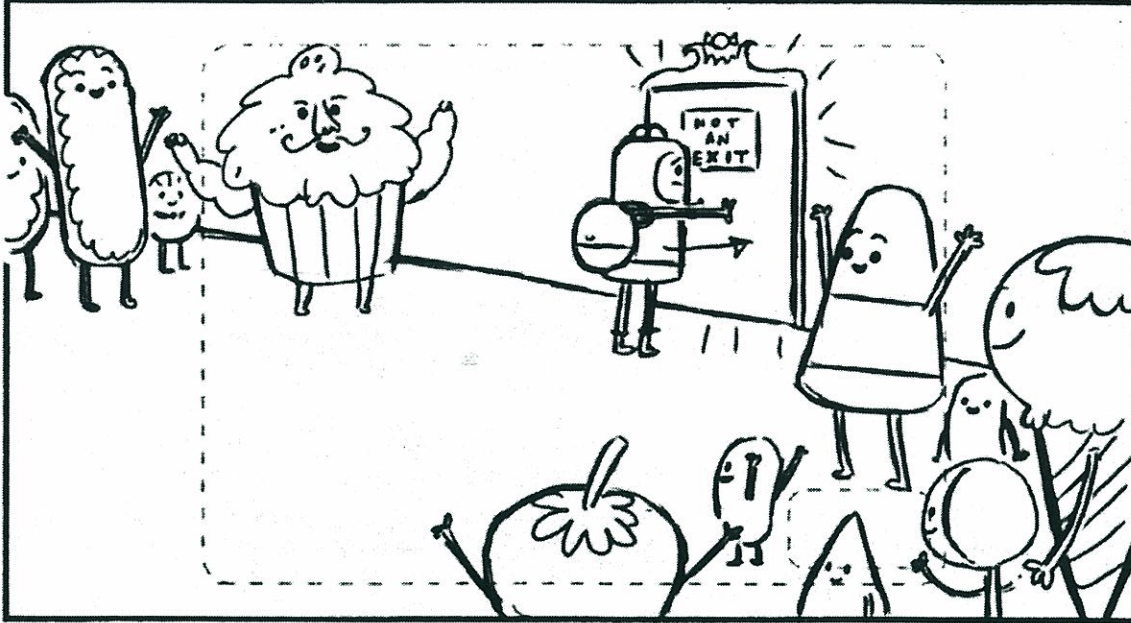


# ADVENTURE TIME



Page 154

Sc. Pnl. F Bg. day night



Dialog:
Action:
Timing:
267
268

EPISODE # 692009

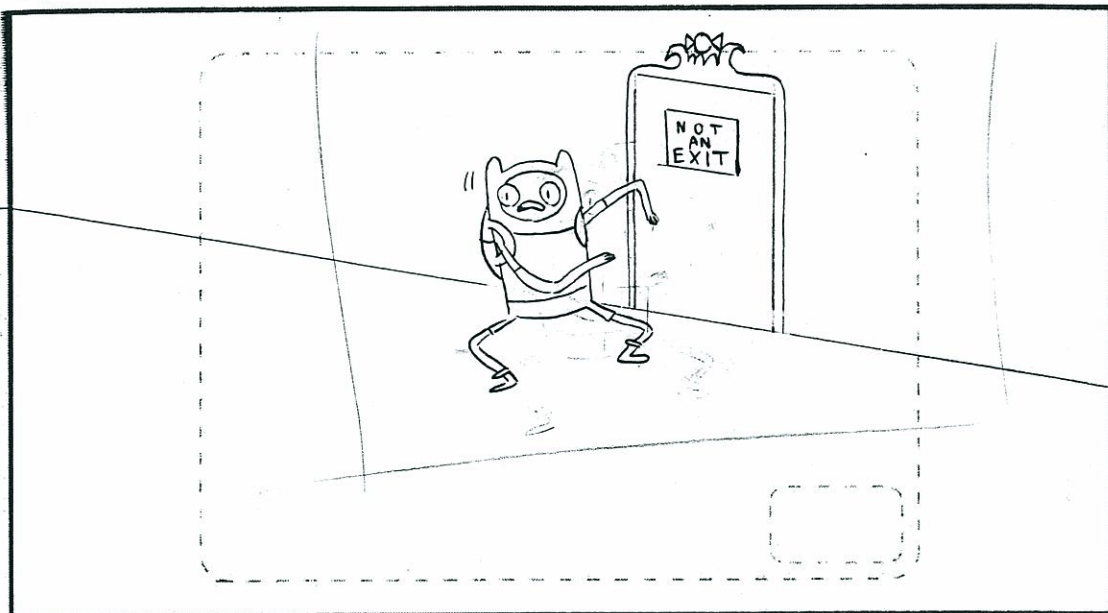
Production :

# ADVENTURE TIME

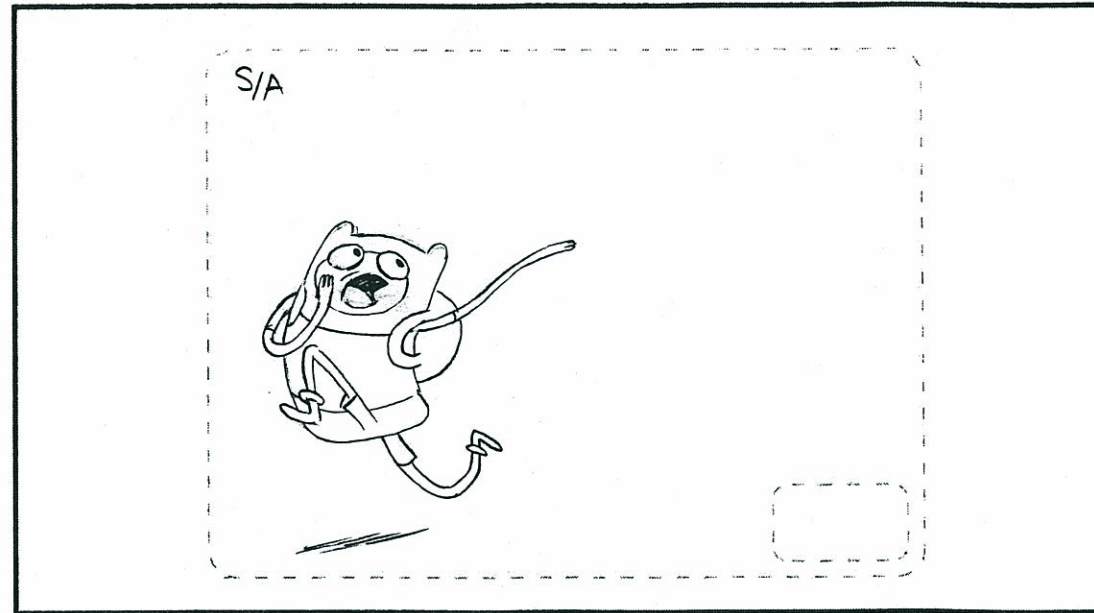


Page 155

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog

⑤ (in closet) BUT, IN seven minutes I'm gonna come out there and make you spill your beans, Finn!

⑥ I CAN'T HEAR YOU ALL THE WAY IN HEAVEN!

Action:

Timing:

269

270

EPISODE # 692009

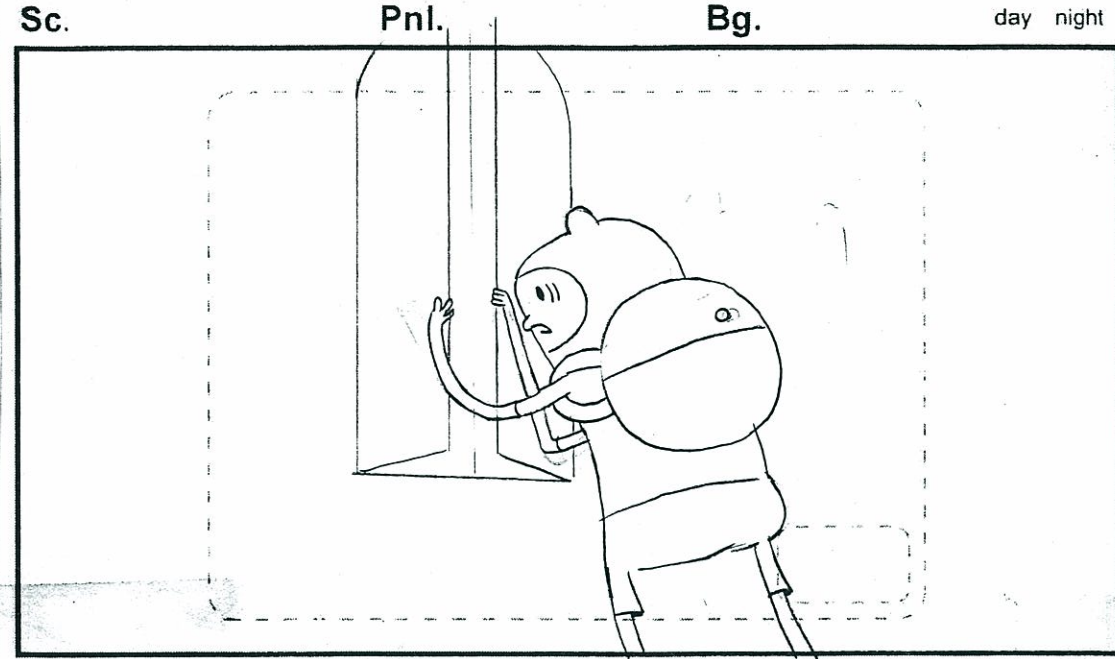
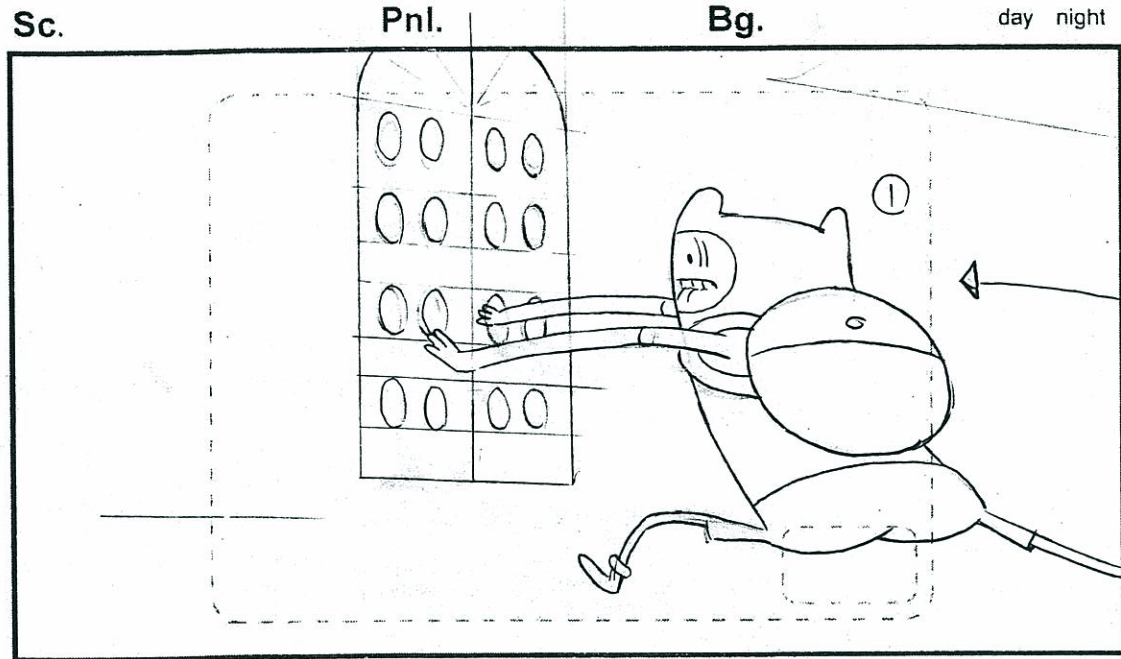
Production :



# ADVENTURE TIME



Page 156

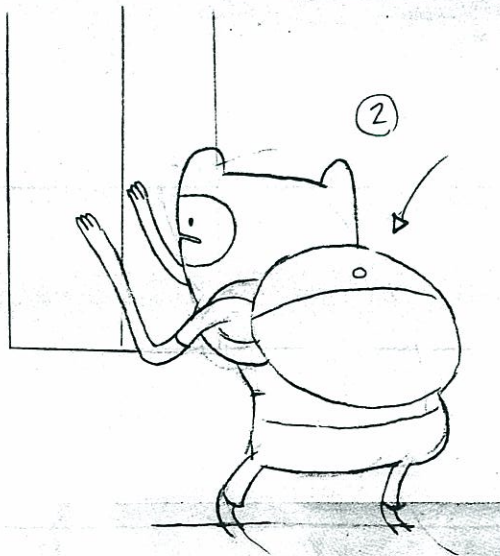


Dialog:

Action: FINN JUMPS BACK TO THE WINDOW

Timing:

271

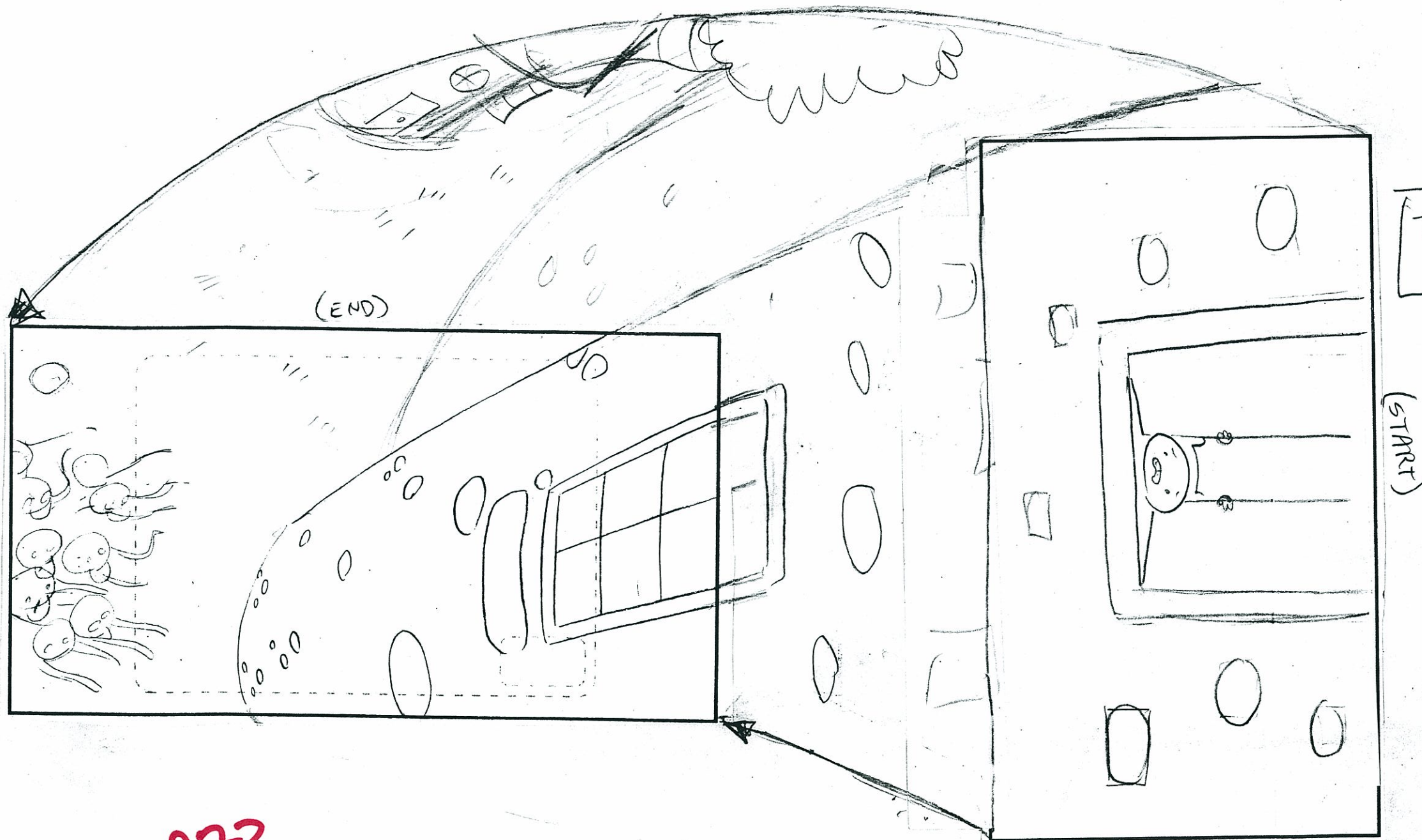


FINN PEAKS OUT THE WINDOW.

272

EPISODE # 692009

Production :



TWIST  
PAN

(START)

600269

273

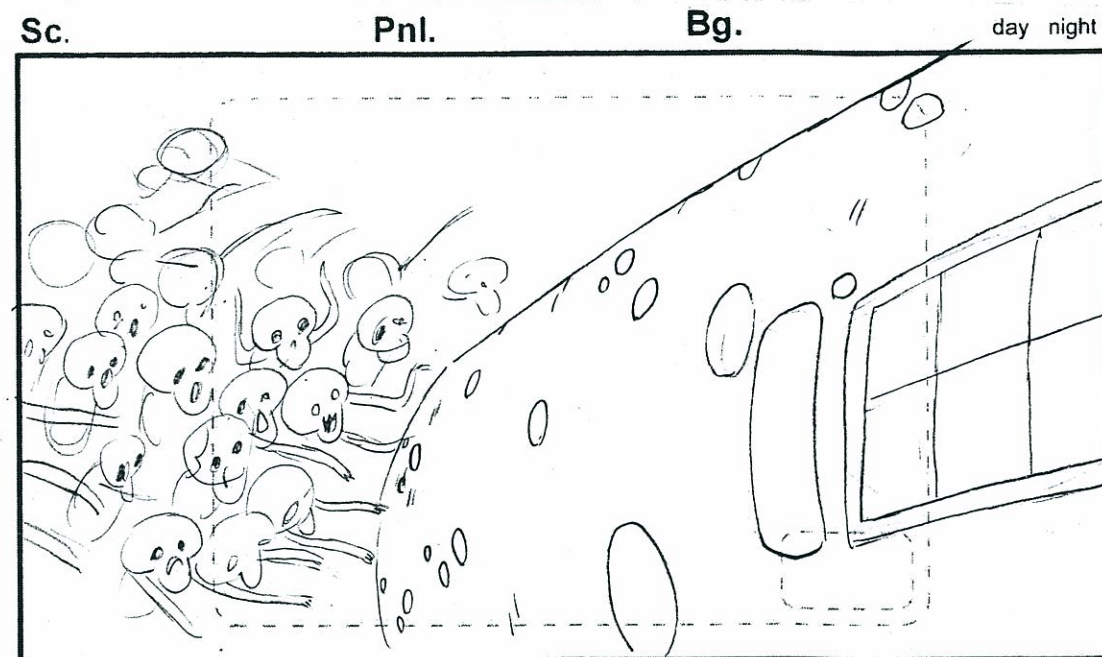
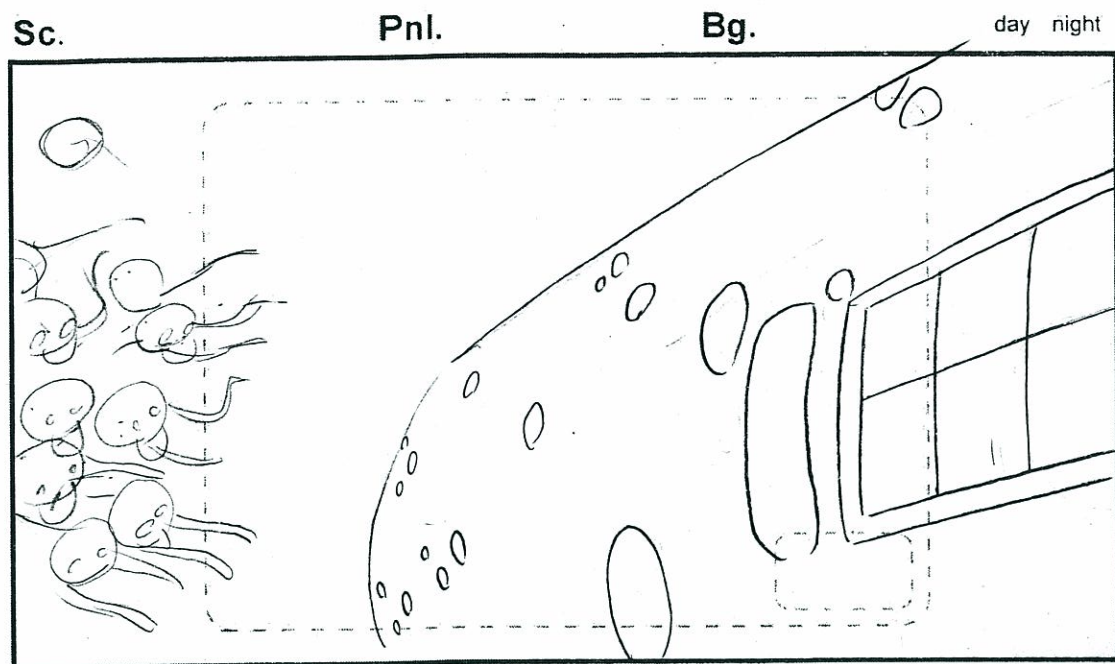
274



# ADVENTURE TIME



Page 157



Dialog:

Action:

ZOMBIES GATHER AT THE BOTTOM OF THE WALL

Timing:

275

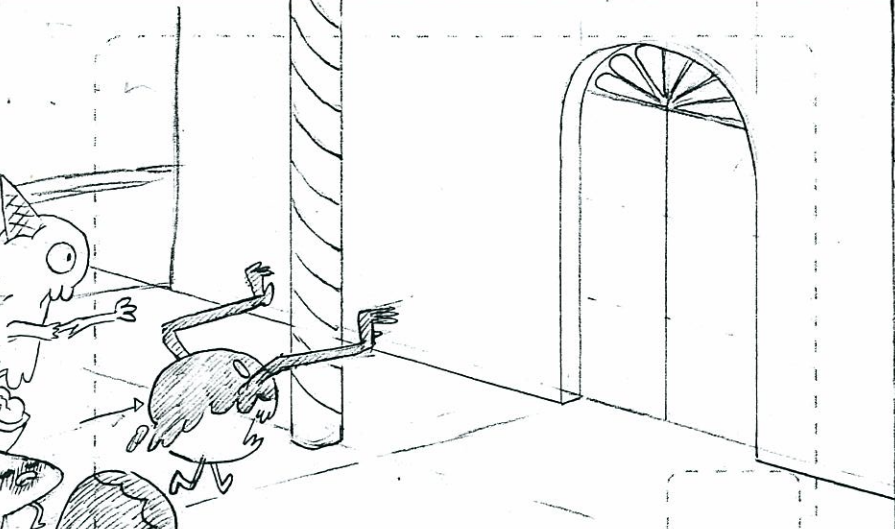
276

EPISODE # 692009

Production :

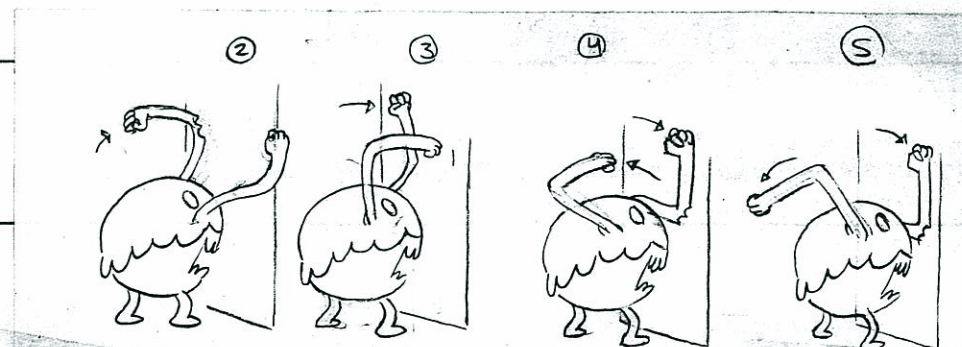
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Page 158

Sc.	Pnl.	Bg.	day	night
				

**Timing:**

(outside)



Production :

277

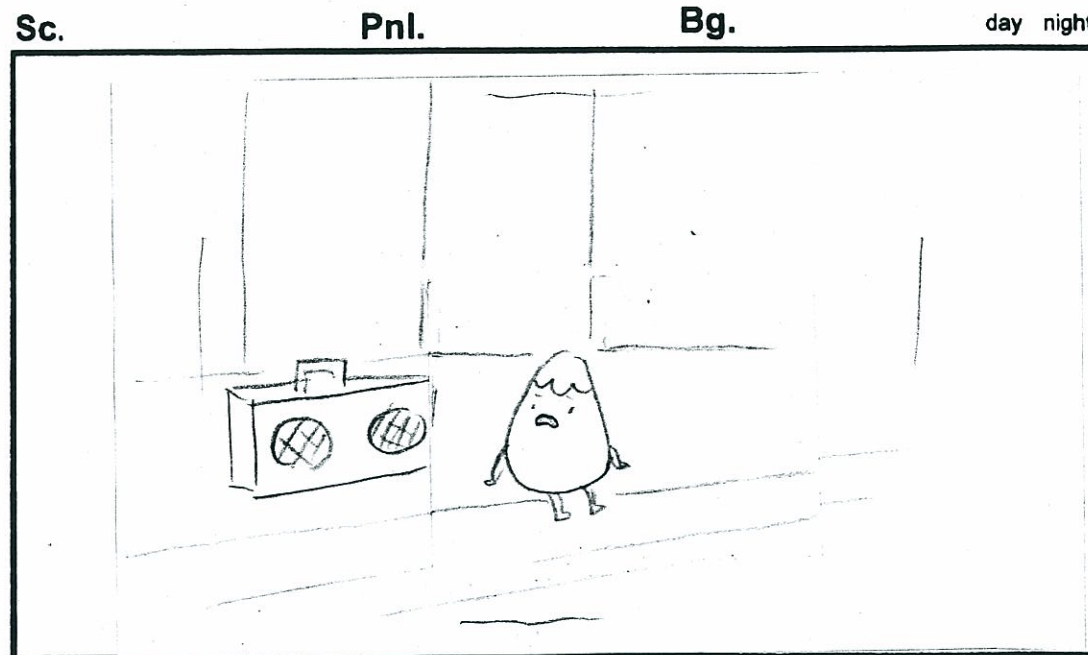
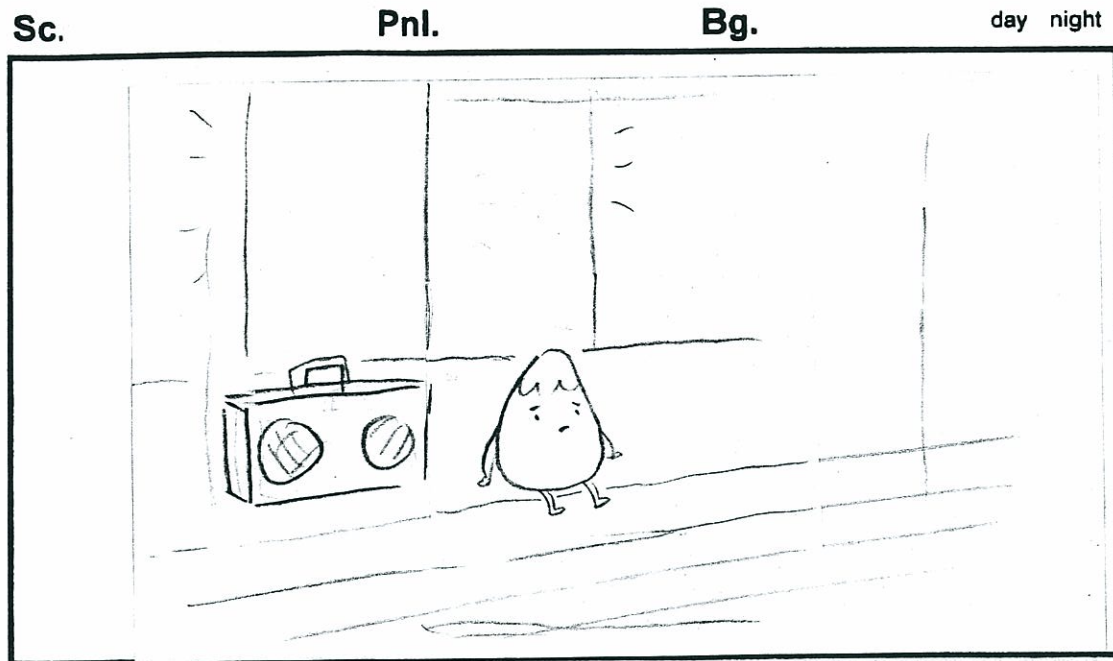
278



# ADVENTURE TIME



Page 159



Dialog:

≡ THUMP THUMP ≡  
≡ Thump ≡

Chet: Does anyone else hear that?

Action:

Timing:

279

280

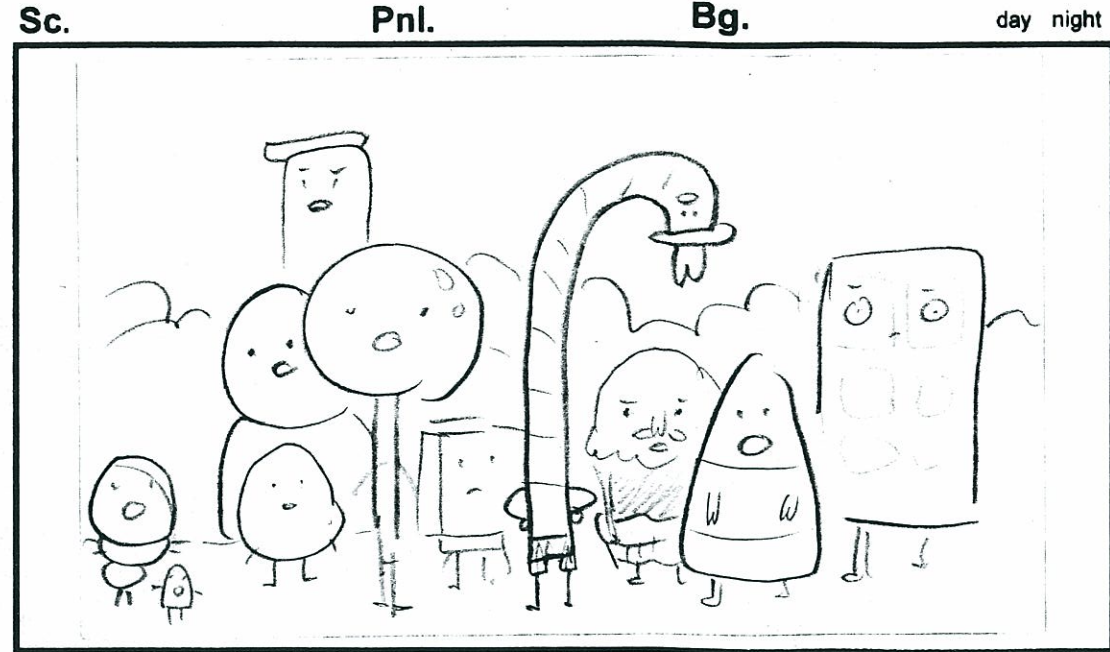
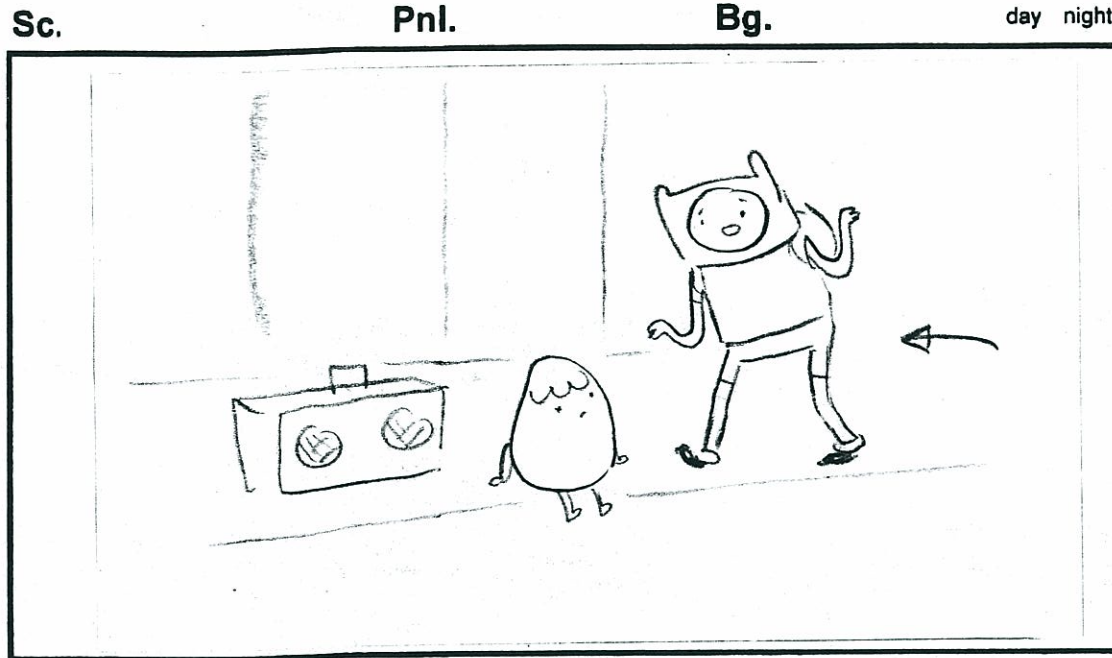
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 160



Dialog:

Ⓕ what? Hear what?  
I don't hear anything.

Crowd: "I hear something"  
"me too"  
(willa)

Action:

Timing:

281

282

EPISODE # 692009

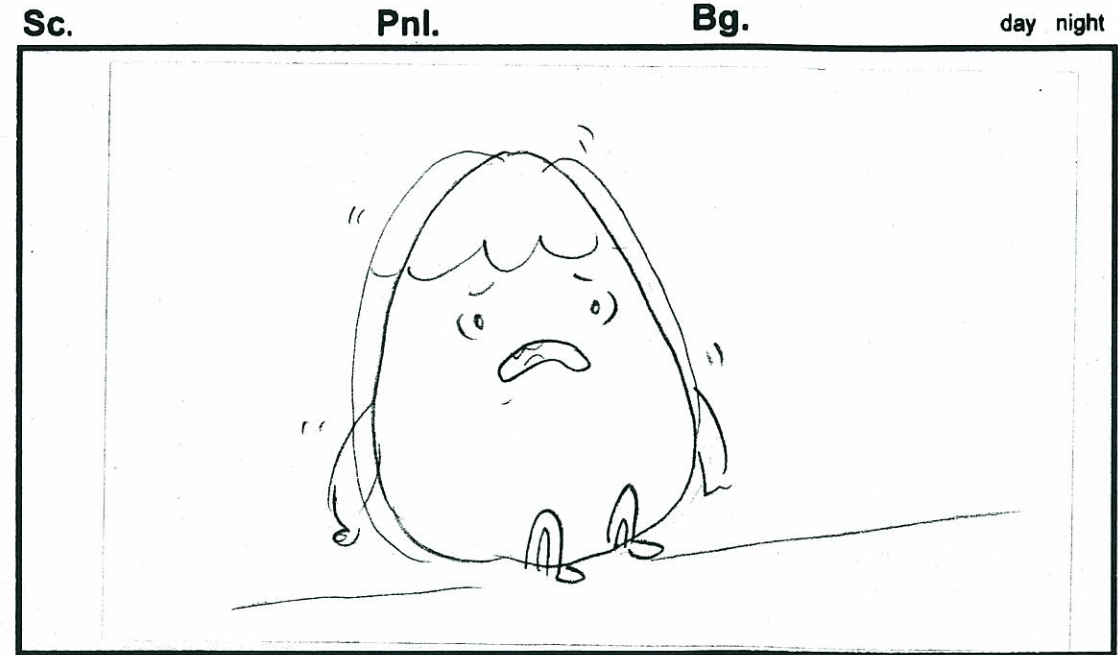
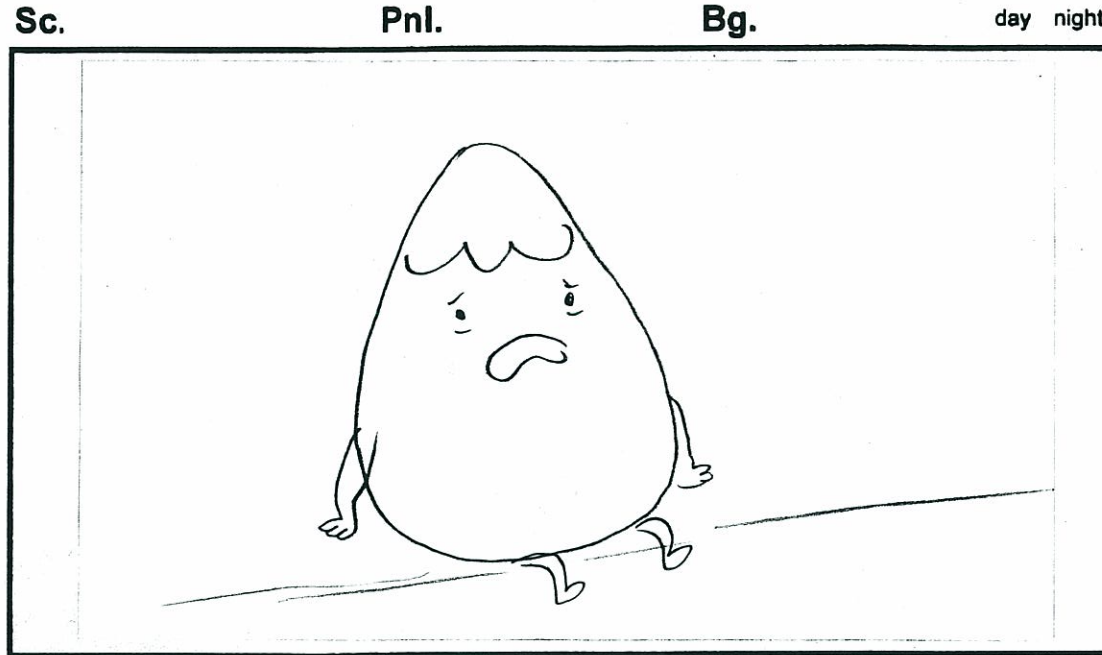
Production :



# ADVENTURE TIME



Page 141



Dialog:

Chet: I hear something I don't understand... and it makes me scared....!

Action:

Timing:

283

284

EPISODE # 692009

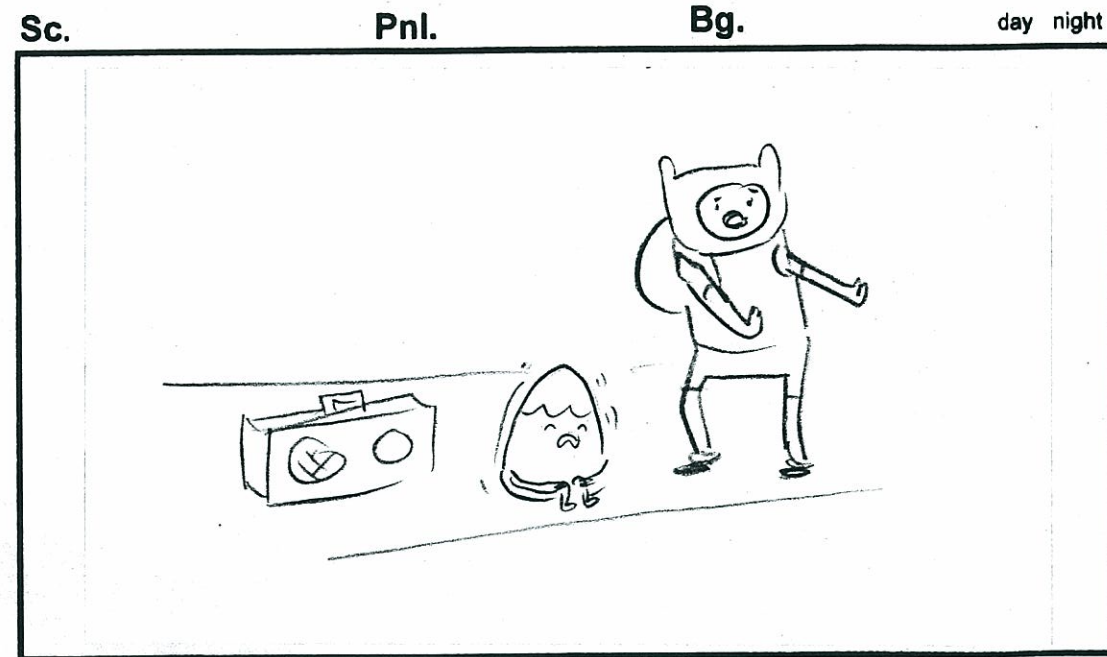
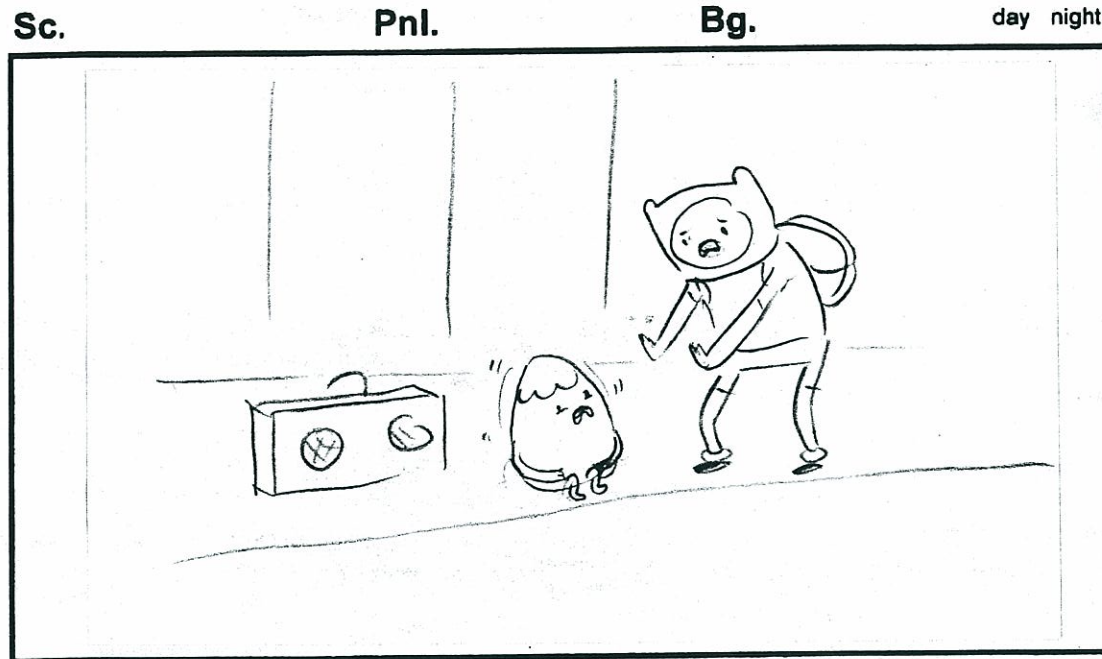
Production :

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# ADVENTURE TIME



Page 161A



Dialog: (F) what? - no chet -

Every Body wait...

Action:

Timing:

285

286

EPISODE # 692009

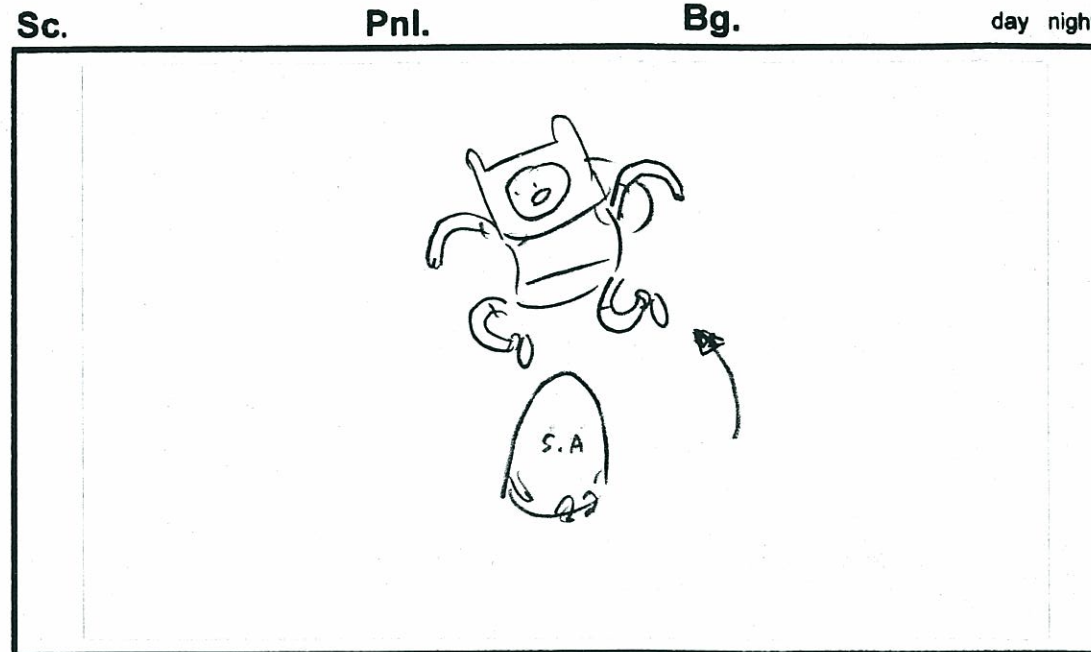
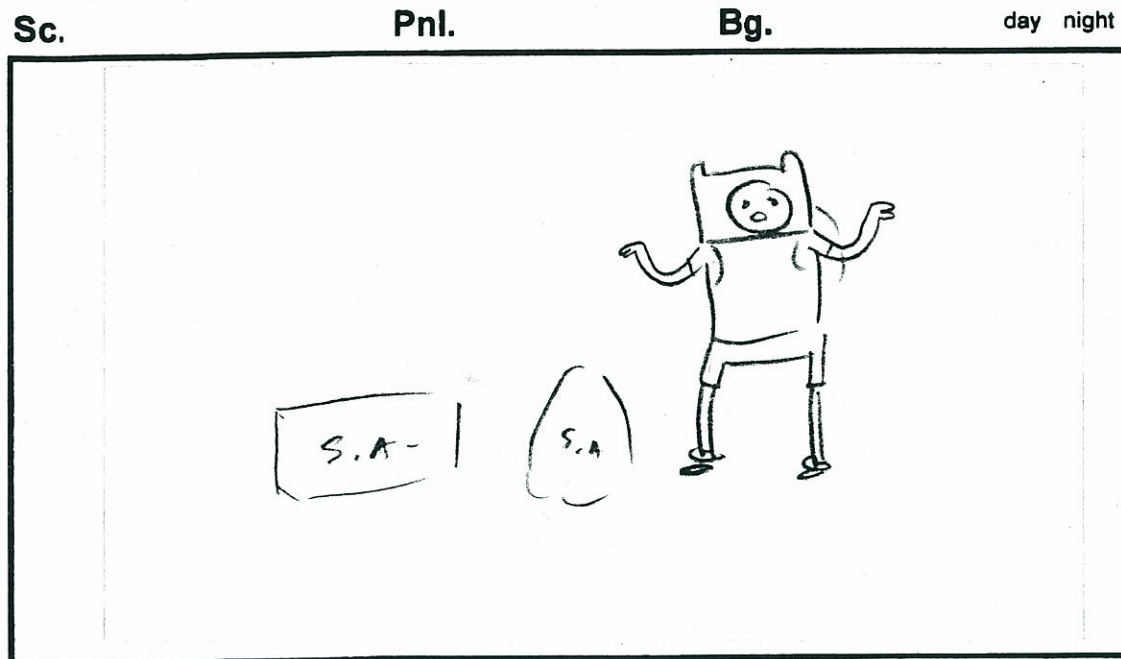
Production :



# ADVENTURE TIME



Page 161 B



Dialog: (F) what Noise?

(F) Ya mean ...

Action:

Timing:

287

288

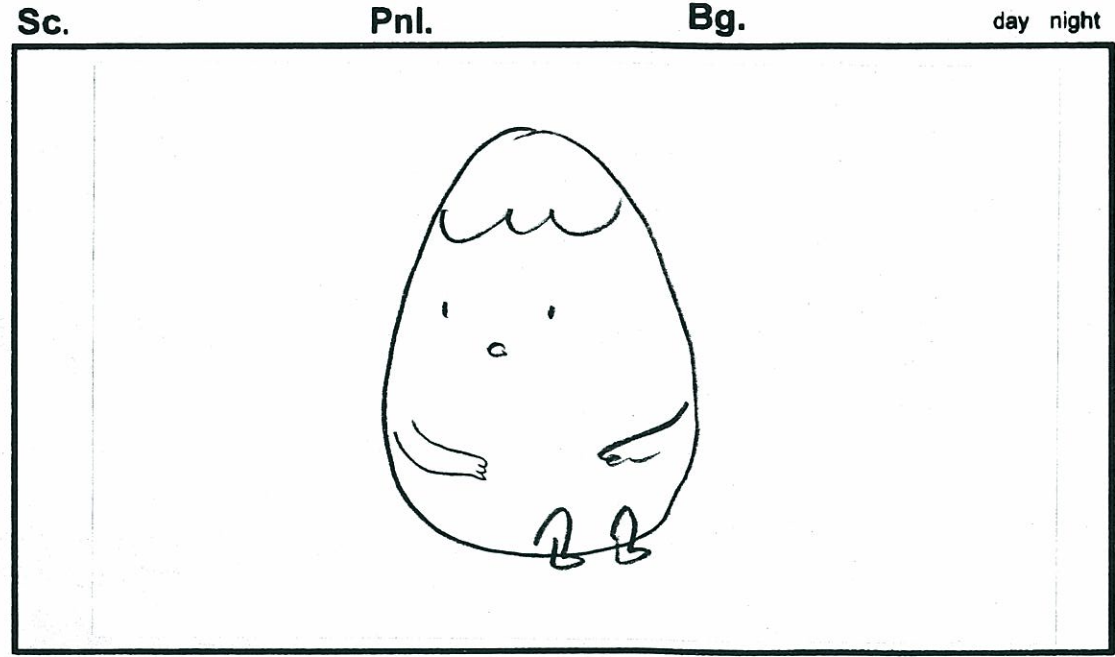
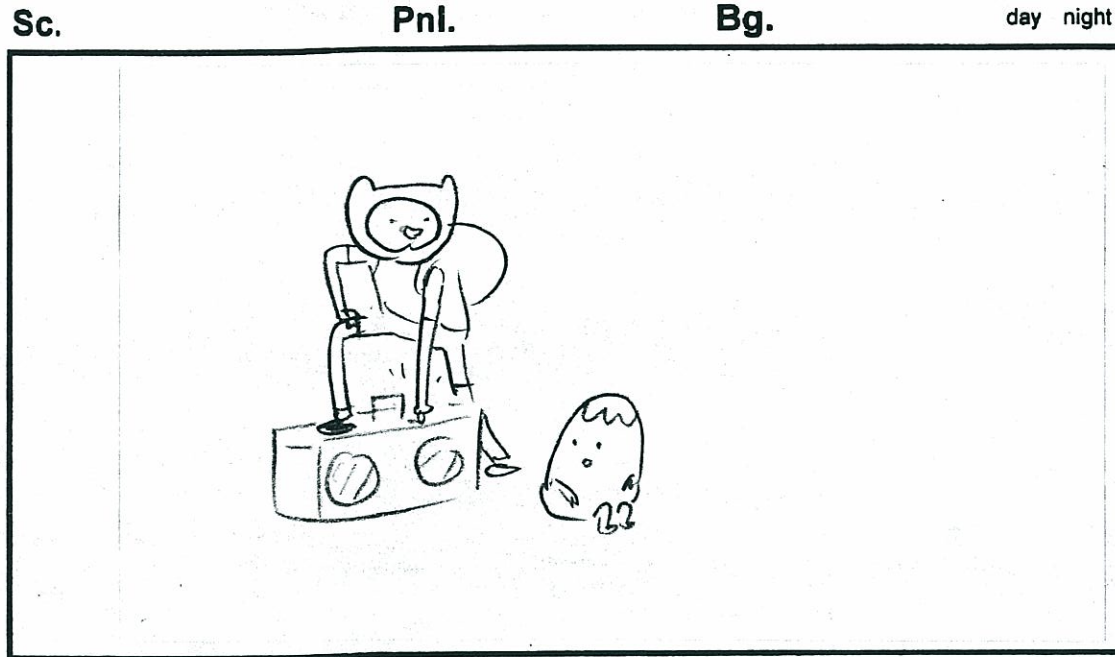
EPISODE # 692009

Production : :

# ADVENTURE TIME



Page 161C



Dialog: =click= DANCE MUSIC=

chet: oh?

(F) THIS NOISE!?

Action:

Timing:

289

290

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Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: Chet: (Laughter)

Action:

Timing:

291

Ⓔ Yeah! Dance it!  
Bust it up!

292

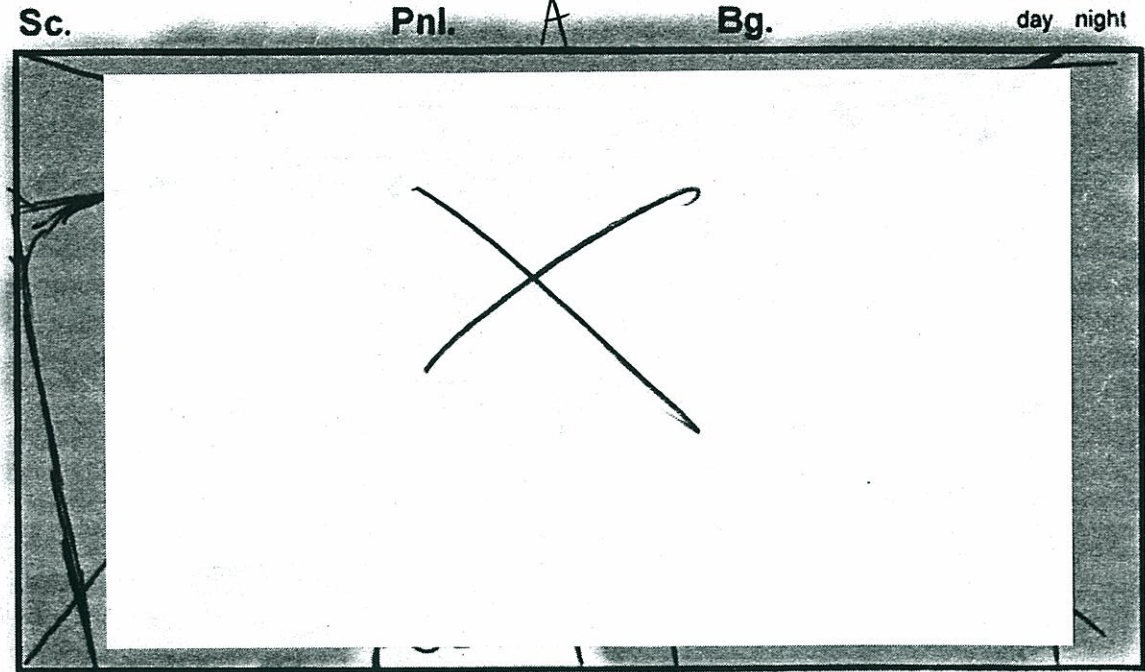
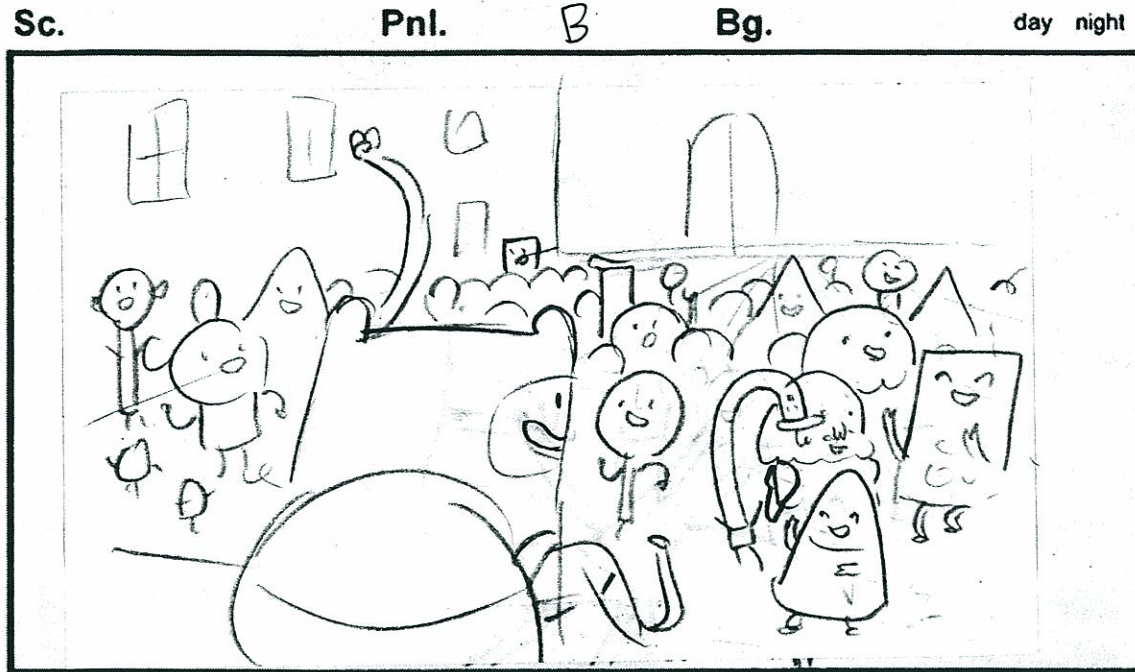
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 161 E  
day night



Dialog:	<p><b>A.</b> <u>CROWD!</u> (dance walla)</p> <p><b>B.</b> <u>(F)</u> (dance walla)</p>
Action:	
Timing:	

293


294

EPISODE # 692009

Production :

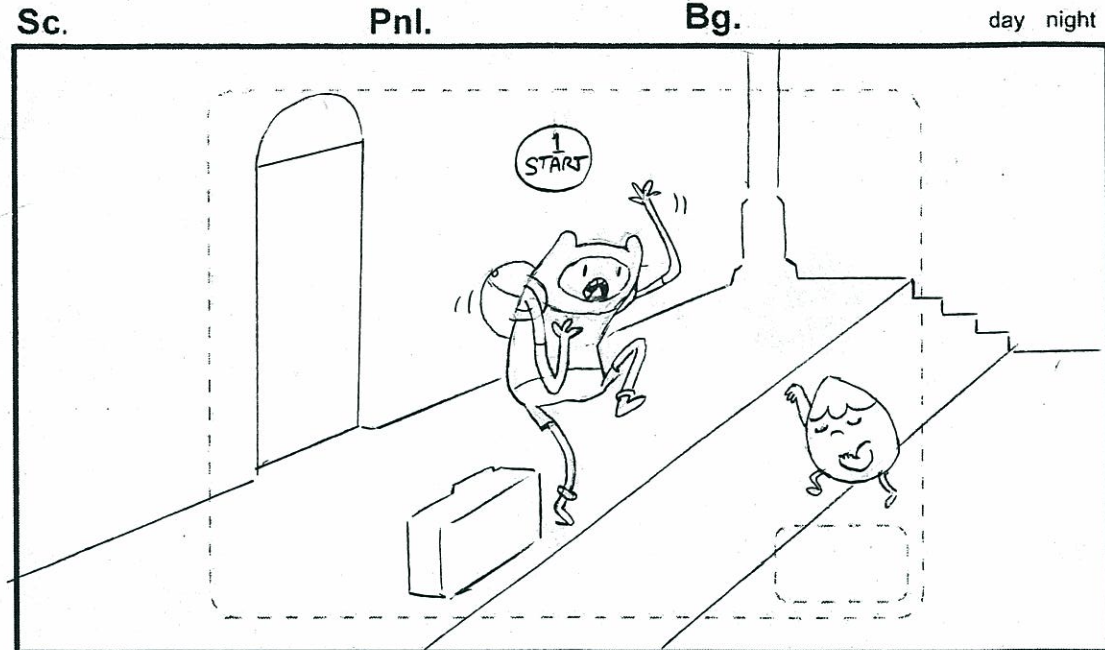
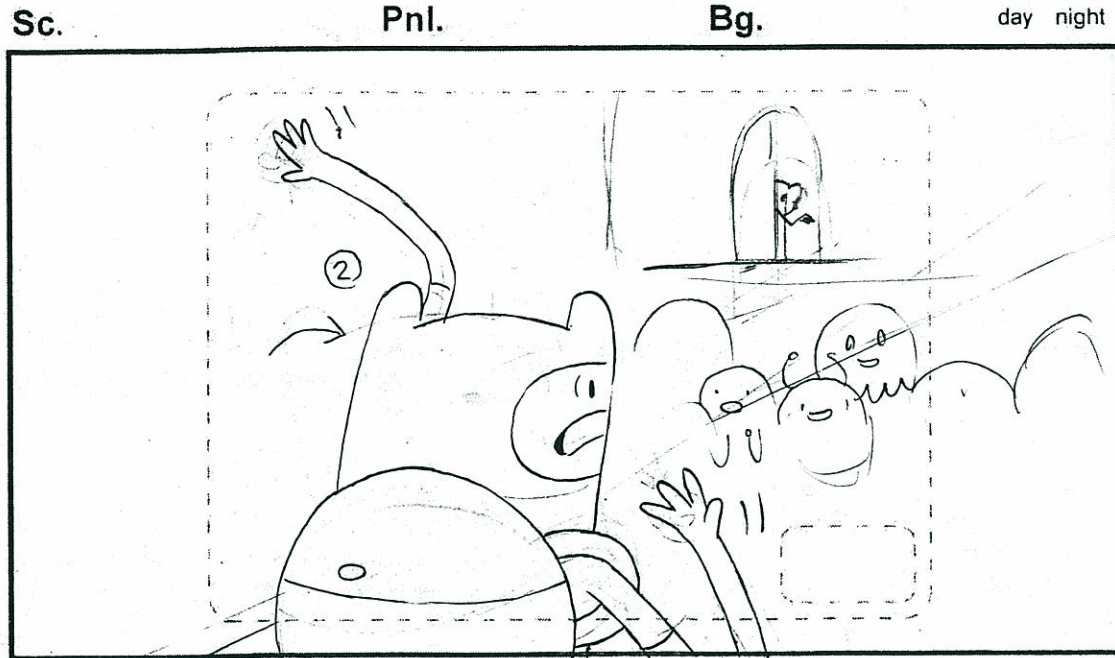


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# ADVENTURE TIME



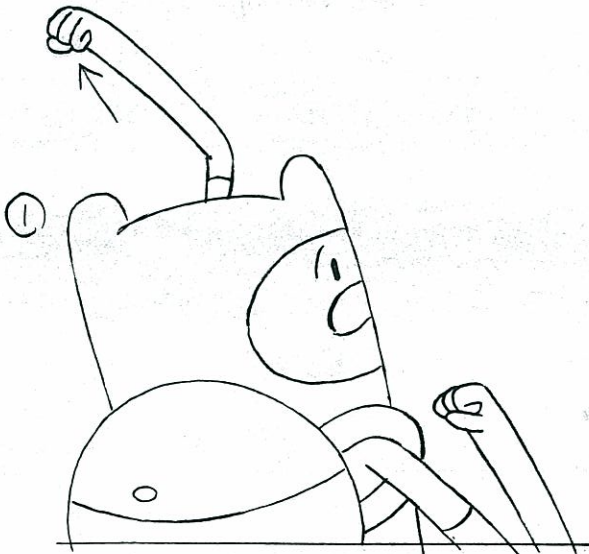
Page 162



Dialog:

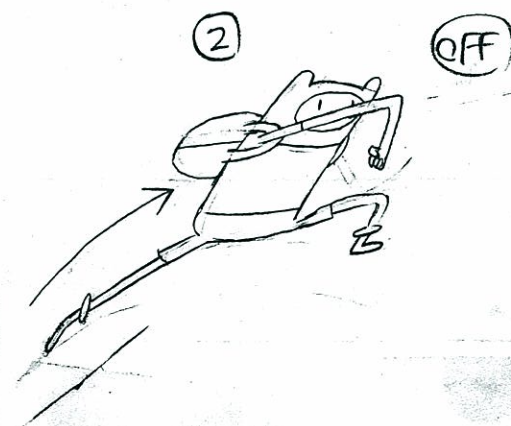
Action:

Timing:



(F) = GASP = !

295



296

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# ADVENTURE TIME



Page 163

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:

FINN: AH, MAN

F: I AM SPONTANEOUS!

Action:

Timing:

297

298

692009

EPISODE #

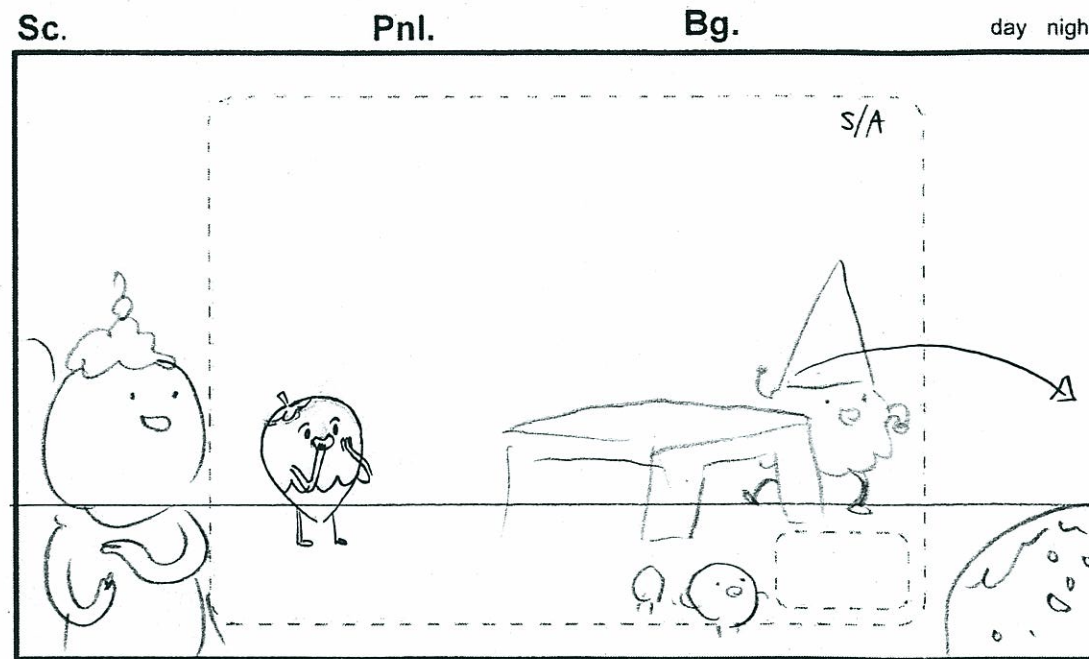
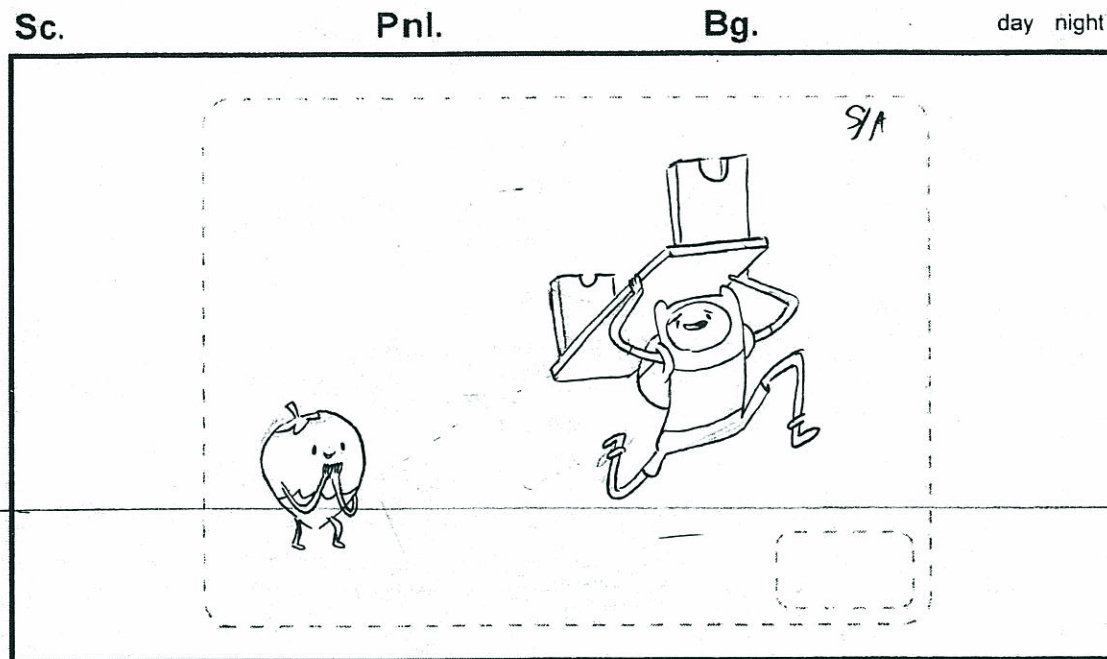
Production :



# ADVENTURE TIME



Page 164



Dialog:

CHOCOBERRY: WHAT EEZ ZIS GAM YOO ARE PLAYING AT NOW, FEEN?

Action:

Timing:

299

300

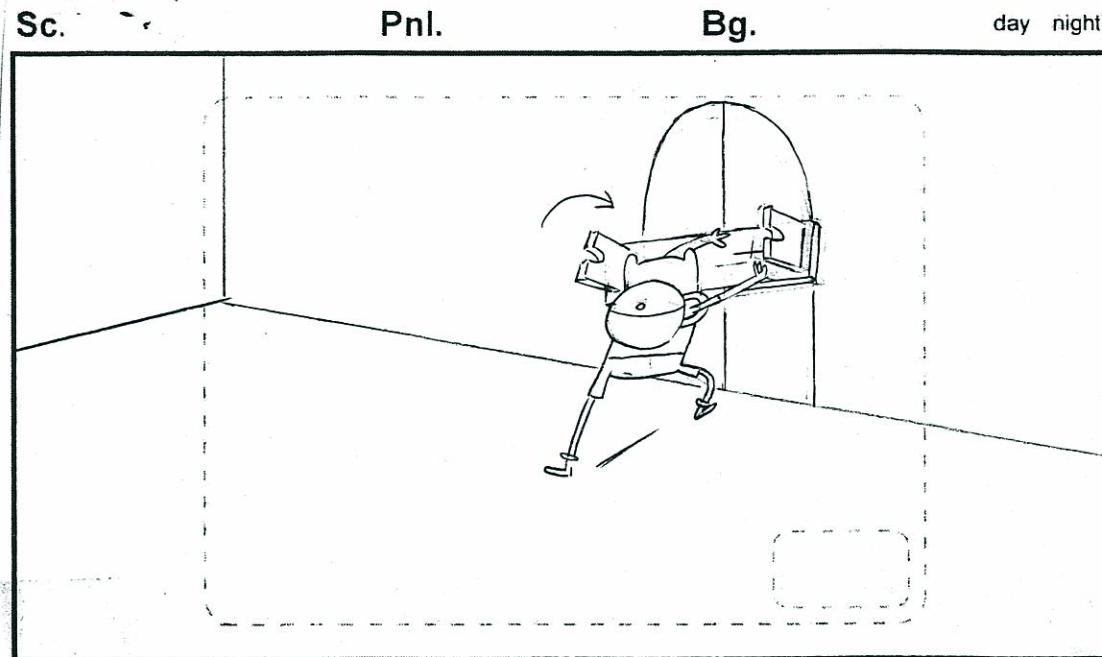
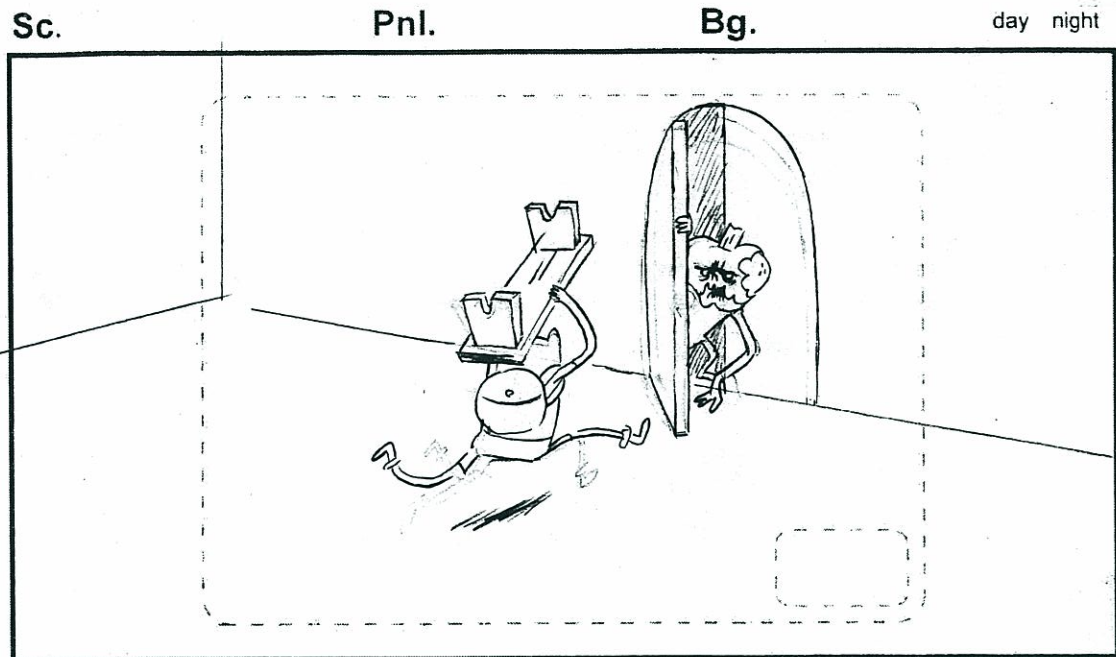
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 165



Dialog:

Action:

Timing:

301

302

EPISODE # 692009

Production :

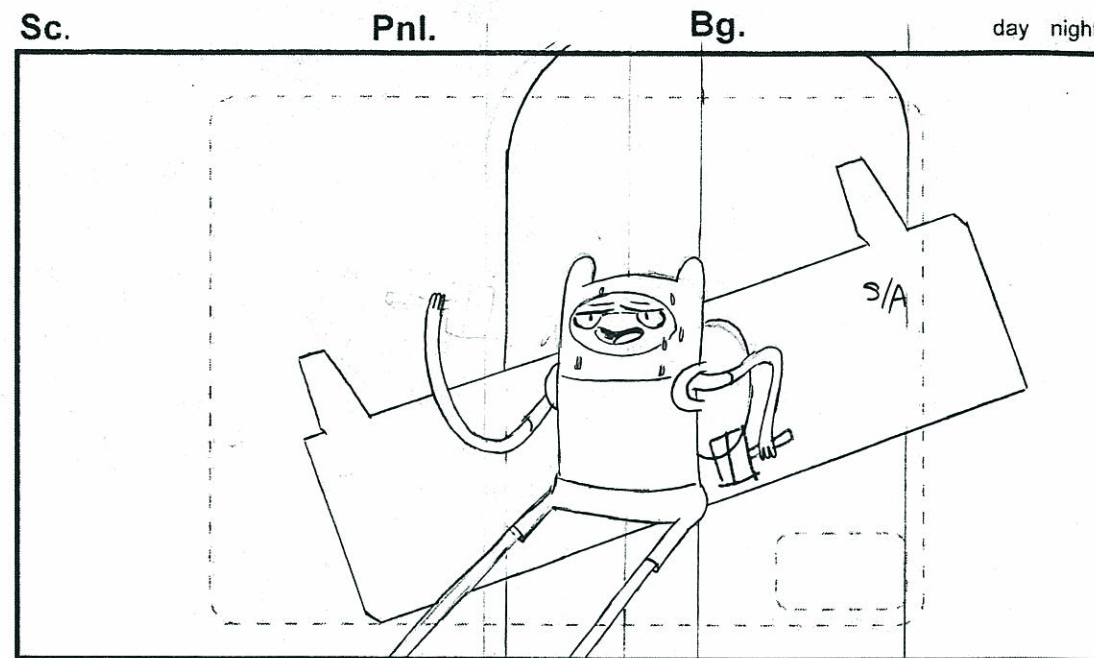
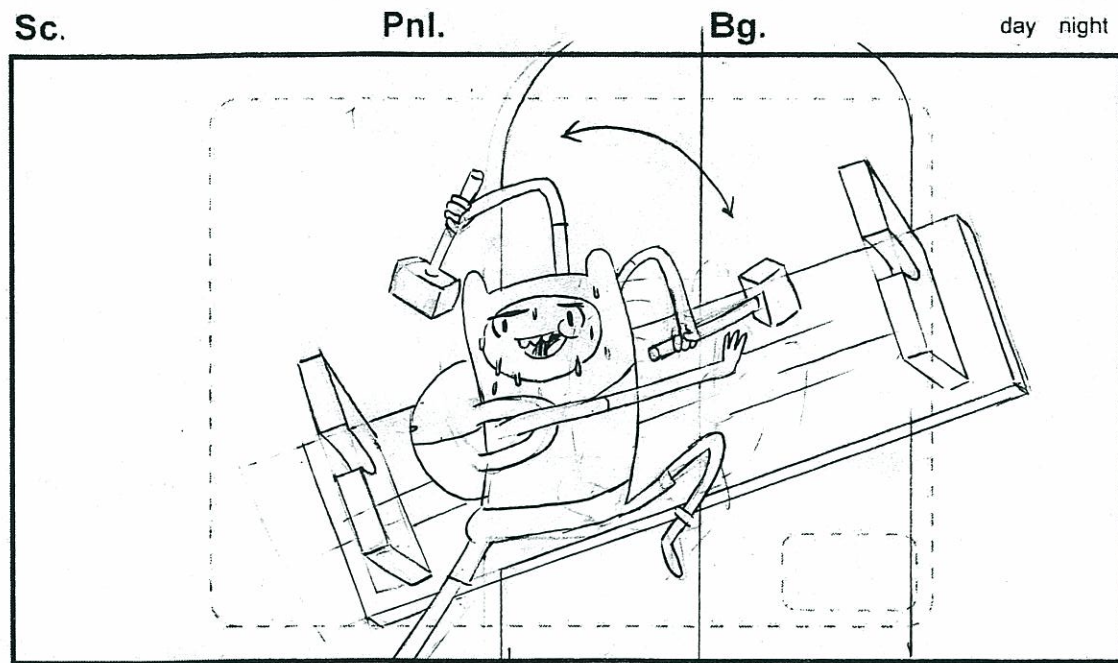


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# ADVENTURE TIME



Page 166



Dialog:

F: BLOCK ADO! The  
Game of BARRICADES!

F: C'MON! LET'S BLOCK <sup>ALL</sup> THE ENTRANCES  
AND WINDOWS!

Action:

Timing:

303

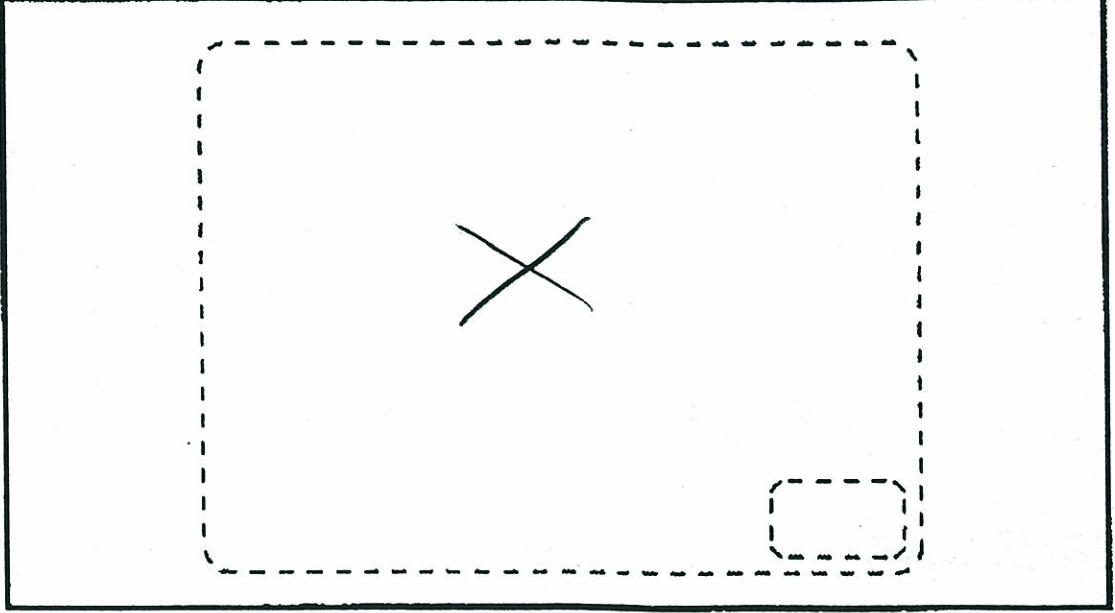
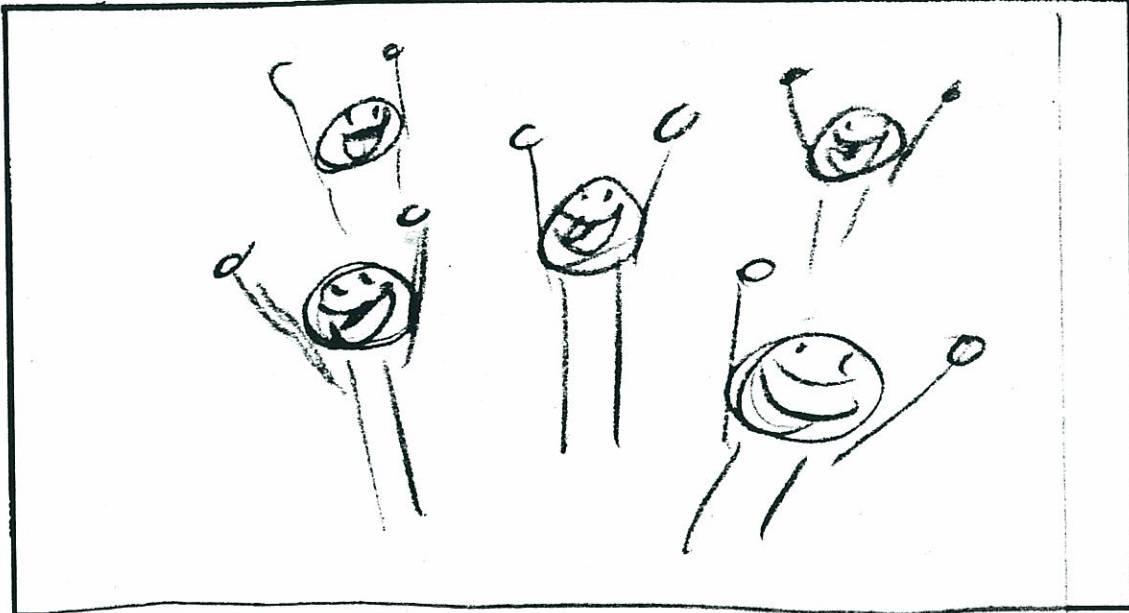
304

EPISODE # 692009

Production :



Sc. Pnl. by. day night Sc. Pnl. Bg. day night



Dia

CANDY CROWD!  
yea!! BlocaDO!

Act

Timing:

305

306

EPISODE 692009

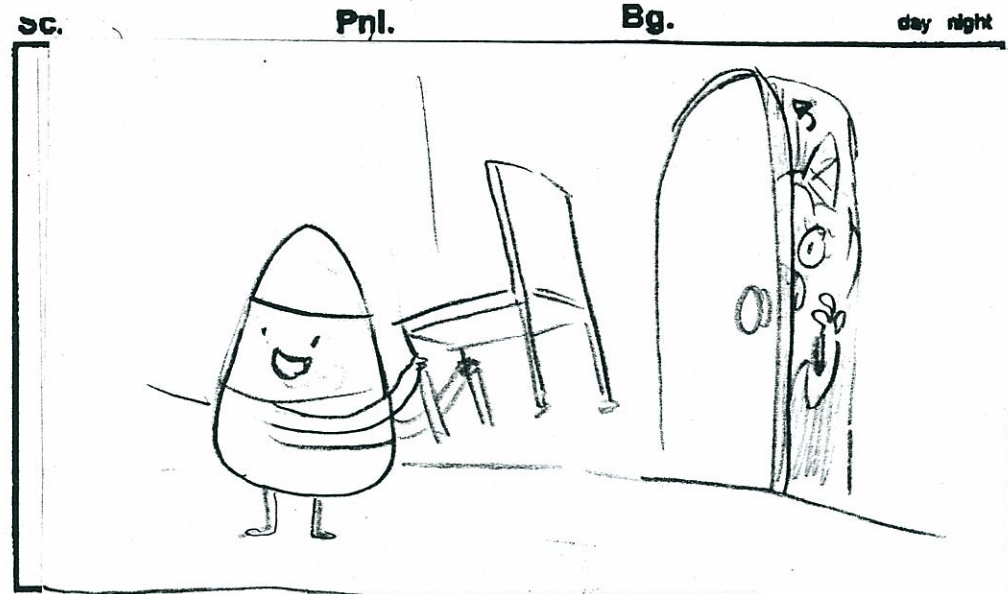
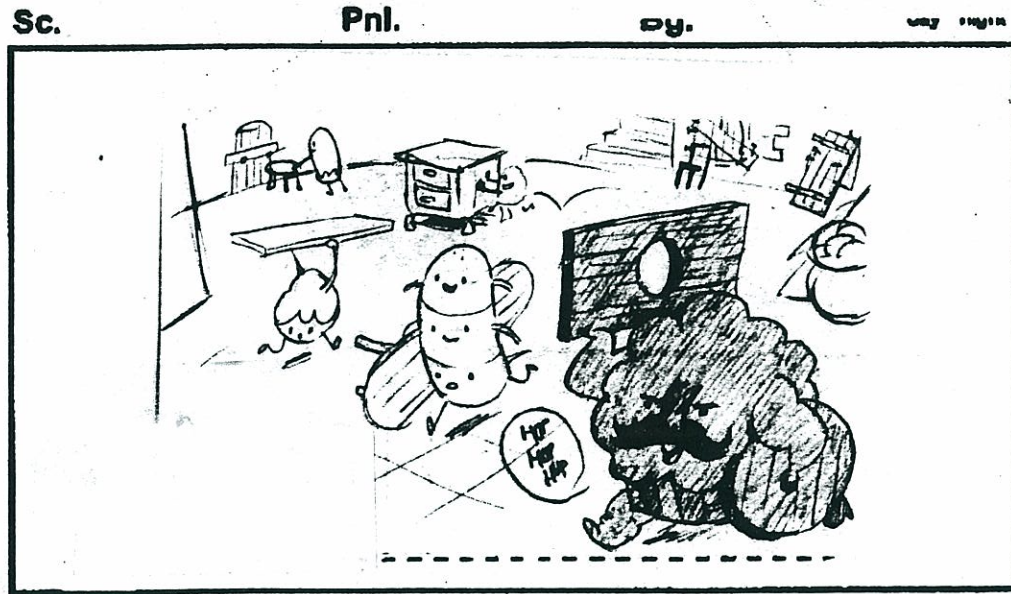
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Dialog:

CANDY PEOPLE : \*WALLA \*

Action:

Timing:

307

308

692009

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

309 310

EPISODE # 692009  
Production :

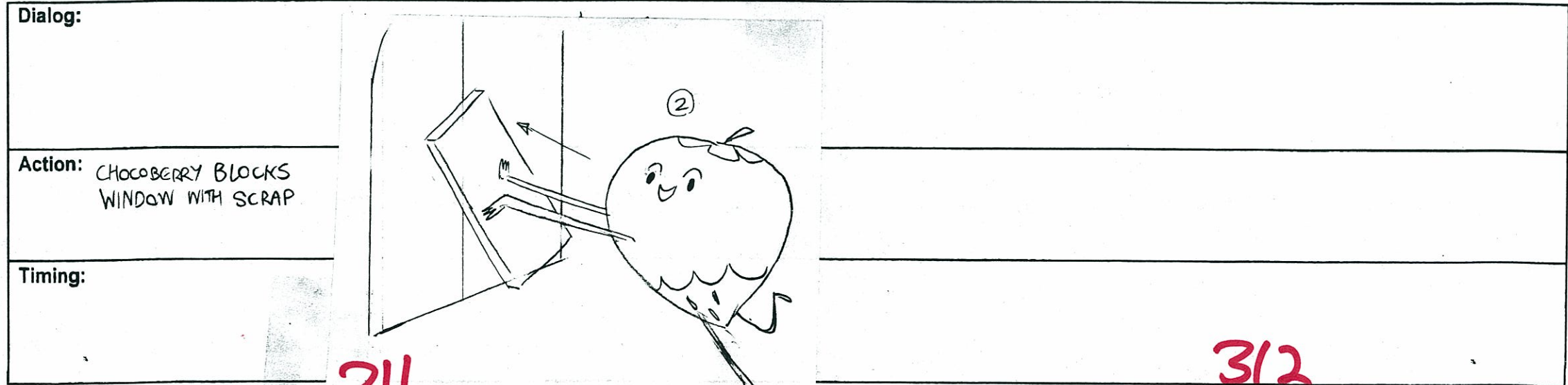
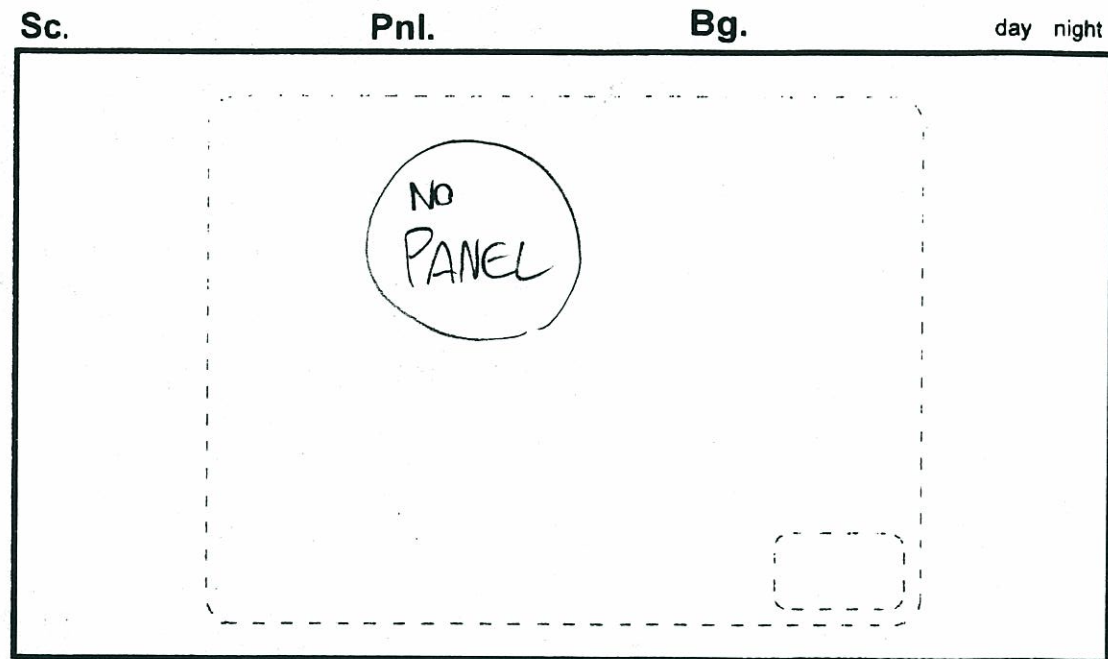
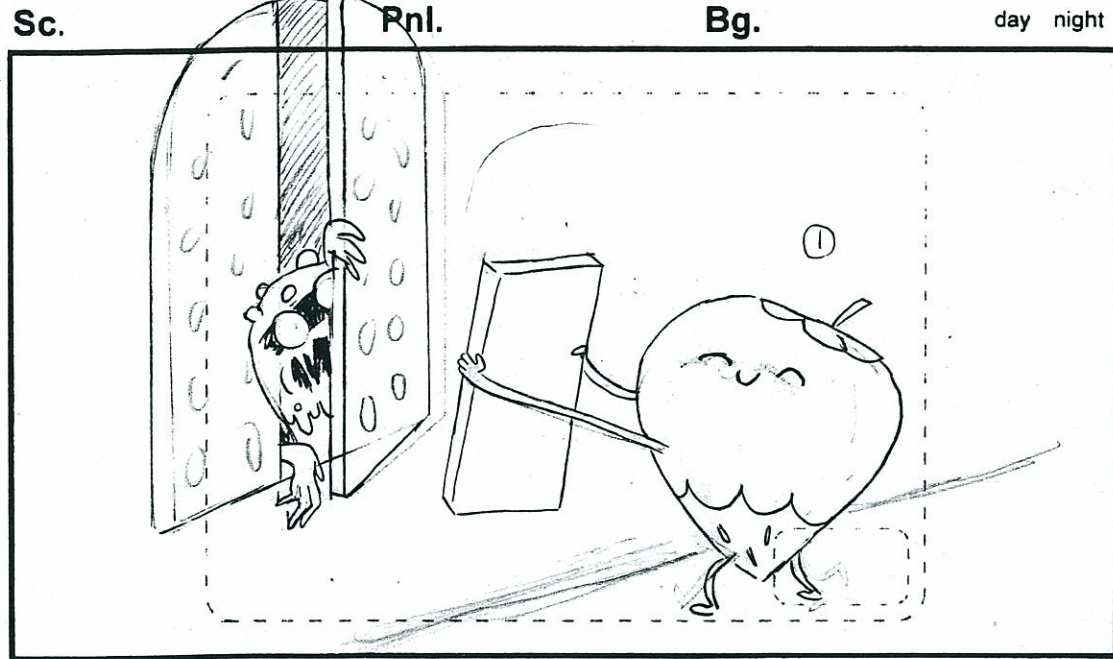


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# ADVENTURE TIME



Page 168



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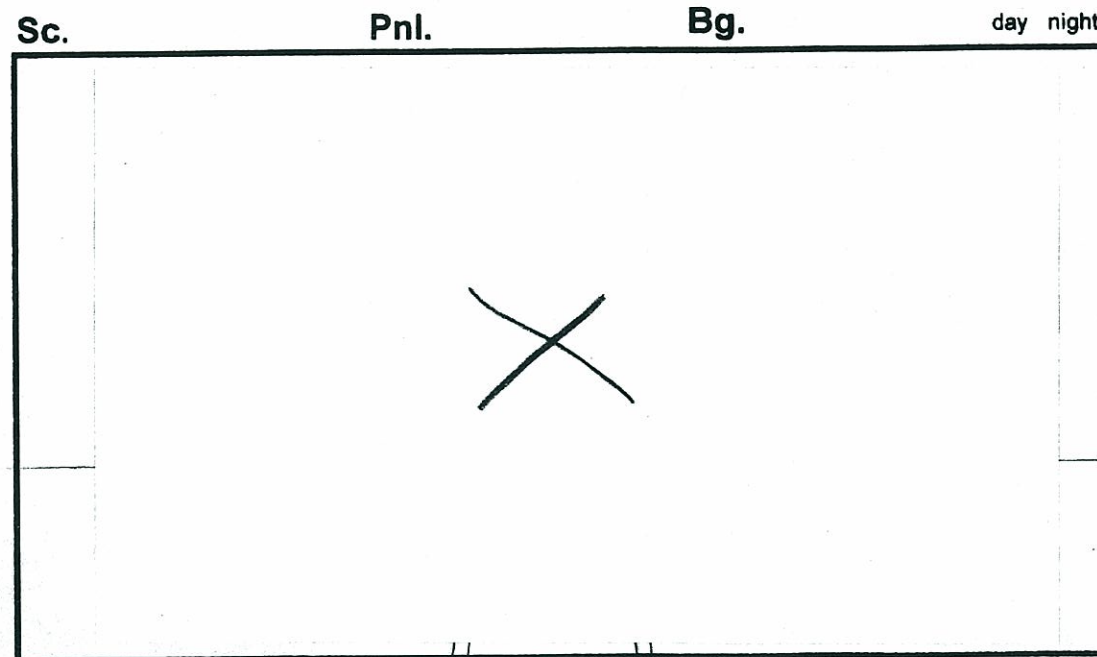
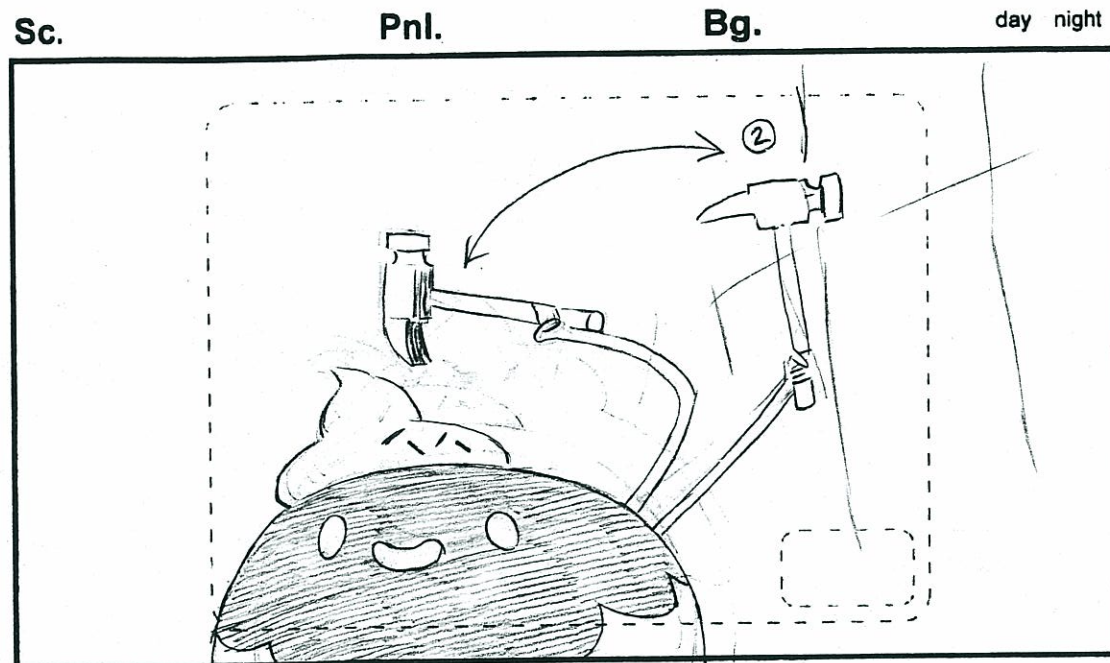
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# ADVENTURE TIME



Page 169



Dialog:

BASH BASH BASH

F:

Action:

Timing:

313

314

692009

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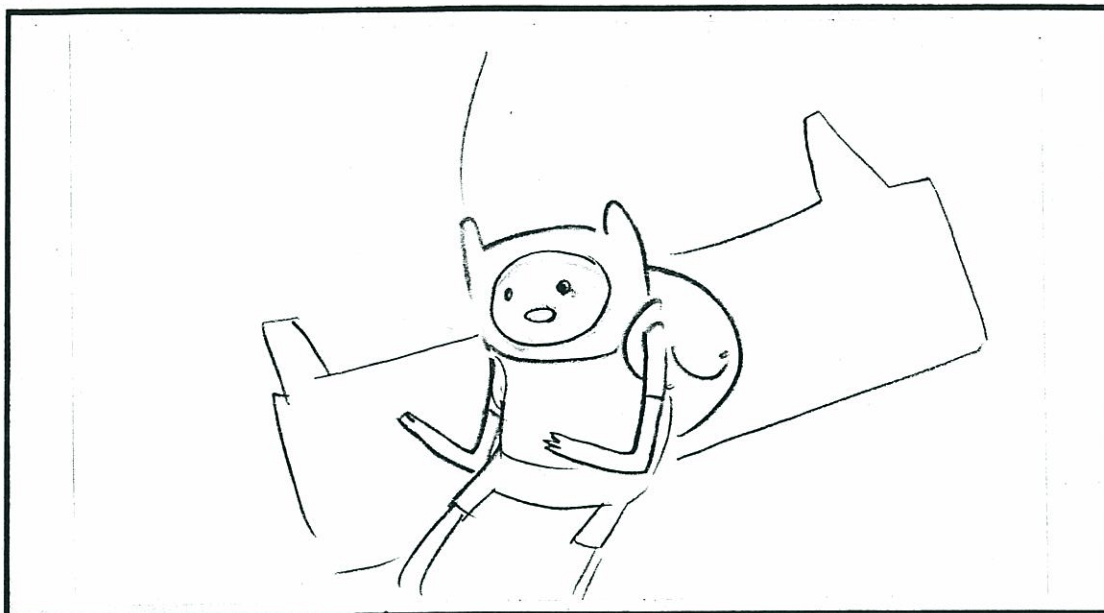
# ADVENTURE TIME



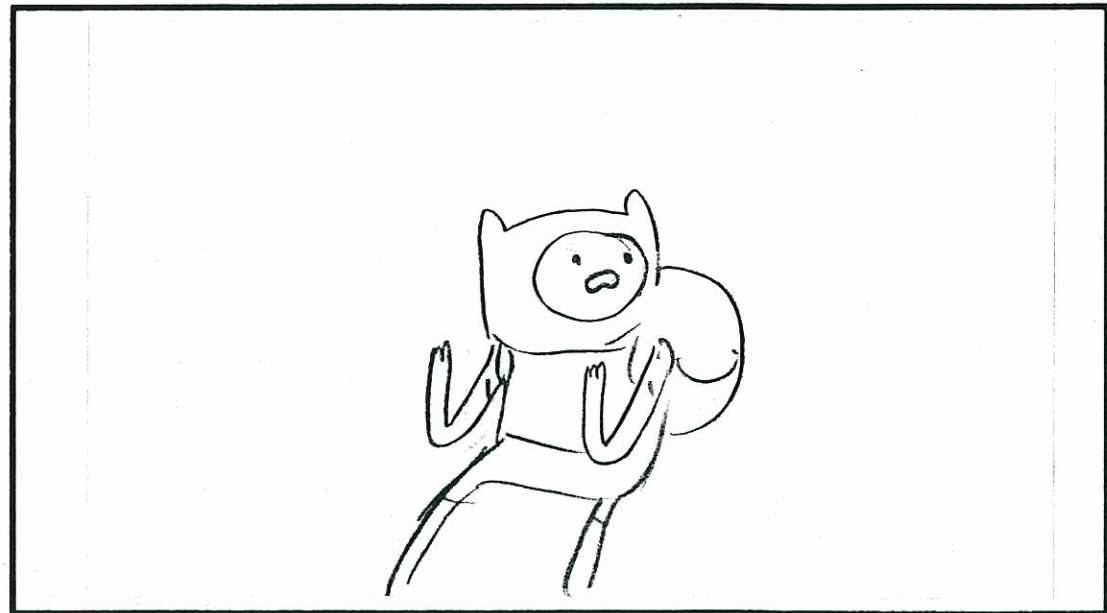
(NEXT Pg. 176)

Page 170

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog

≡ Thump ≡ ≡ Thump ≡ ≡ Thump ≡  
ⓕ okay, alright.

Action

Timing

ⓕ This is not a permanent solution...

315

316

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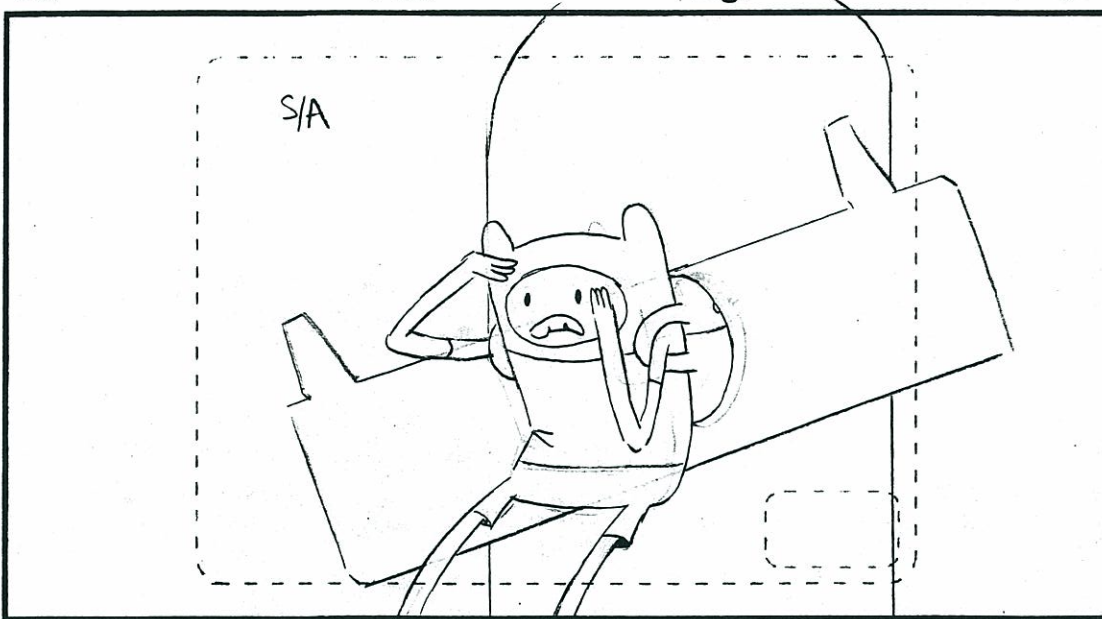
# ADVENTURE TIME



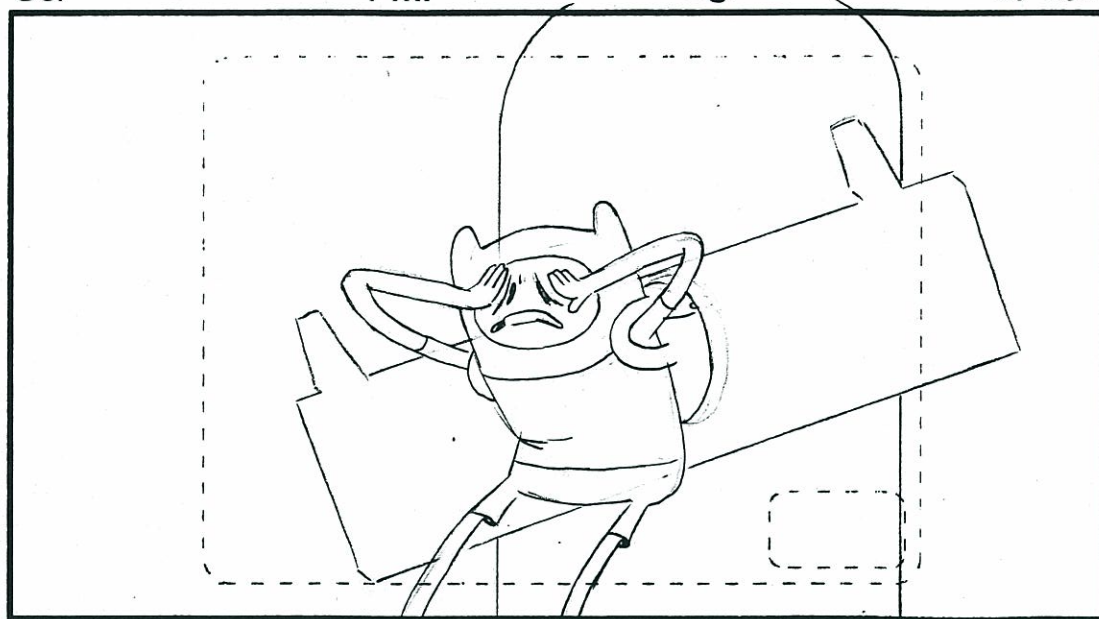
(PREVIOUS PG. 170)

Page 176

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

FINN: AHH! THINK, FINN! How can you keep everyone from finding out.

Action:

Timing:

F: GRAGHH-GHK!  
<THINKING NOISES>

317

318

EPISODE # 692009

Production :




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# ADVENTURE TIME



Page 177

Sc.	Pnl.	Bg.	R/T	day	night

Sc.	Pnl.	Bg.	day	night
				

ON

Dialog:	Action:	Timing:
<p><u>Manfried:</u> (o.s.) Find out about what, Finn?</p>		

319

320

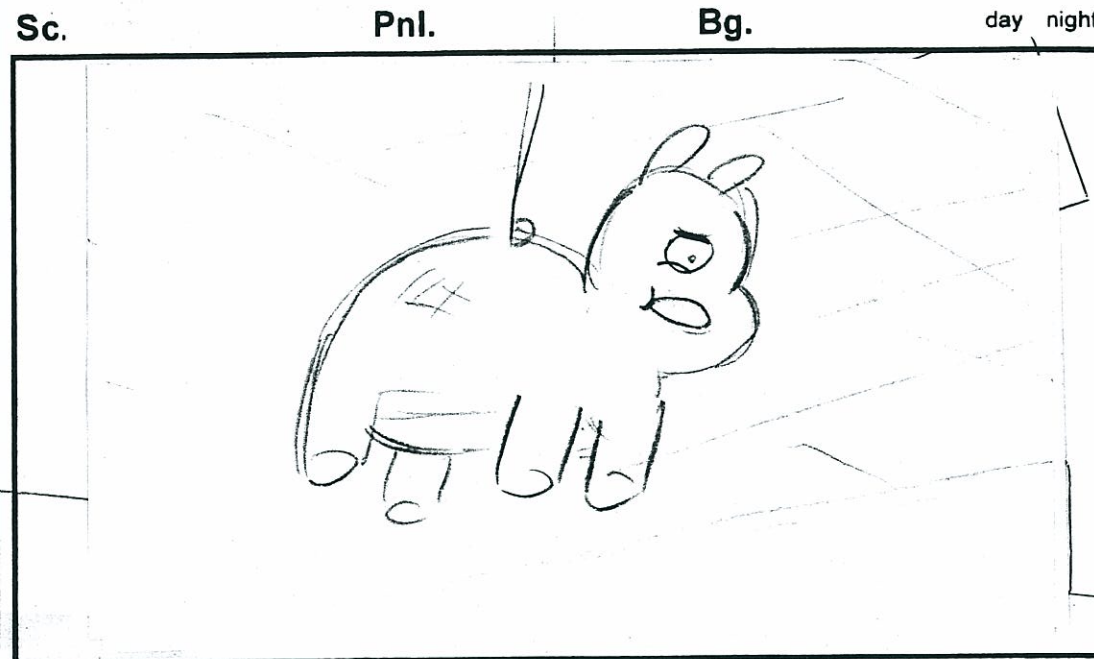
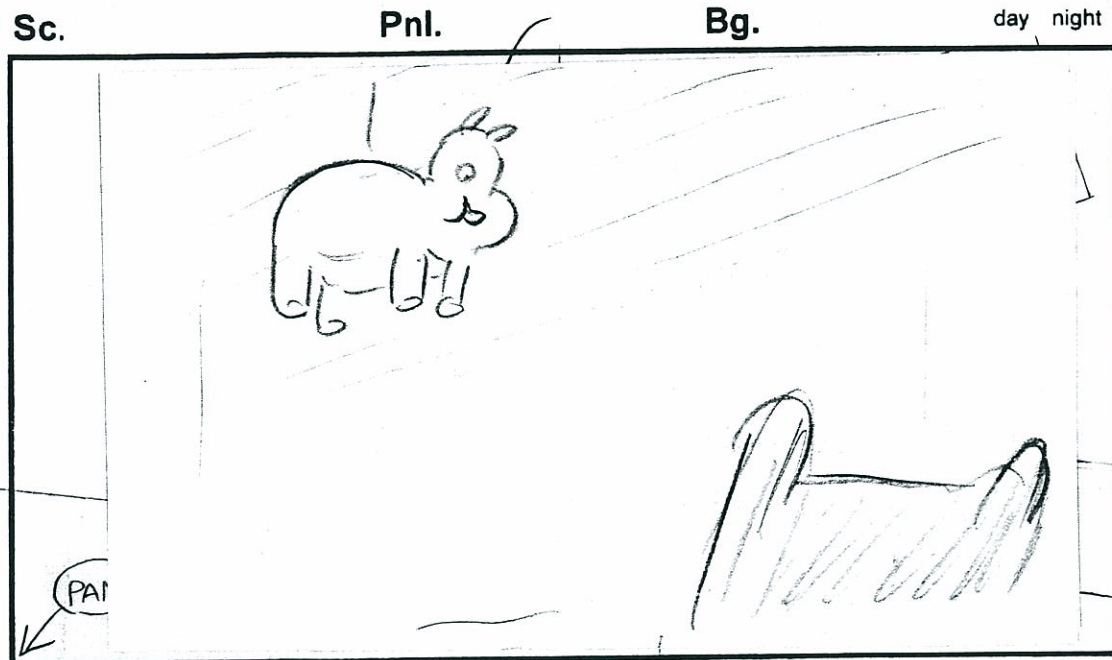
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 178



Dialog: MANFRIED: DOES IT HAVE SOMETHING TO DO WITH THE  
"MESS OF THINGS WE'RE GOING TO KILL"  
AND "ARMING OURSELVES?"

MANFRIED: DOES IT SOMEHOW TIE IN WITH THOSE  
EARLIER STATEMENTS ?

Action: PAN w/ ACTION

Timing:

321

322

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# ADVENTURE TIME

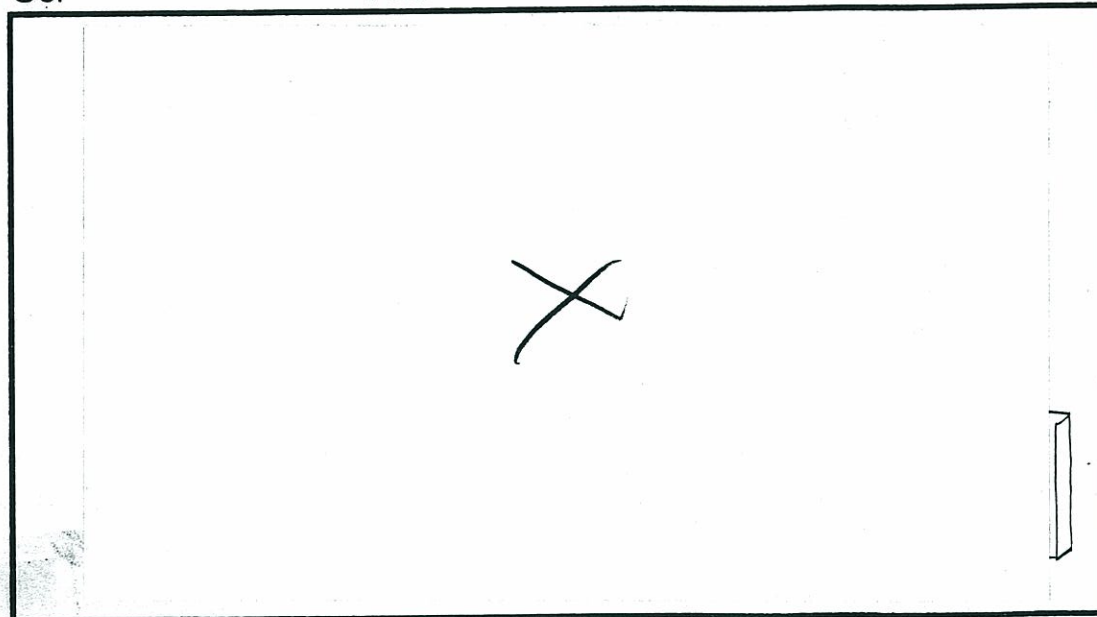


Page 179

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

FINN: YES, IT DOES. Manfried! Wait!  
Your convenient appearance gives  
me a great idea!

Action:

Timing:

323

324

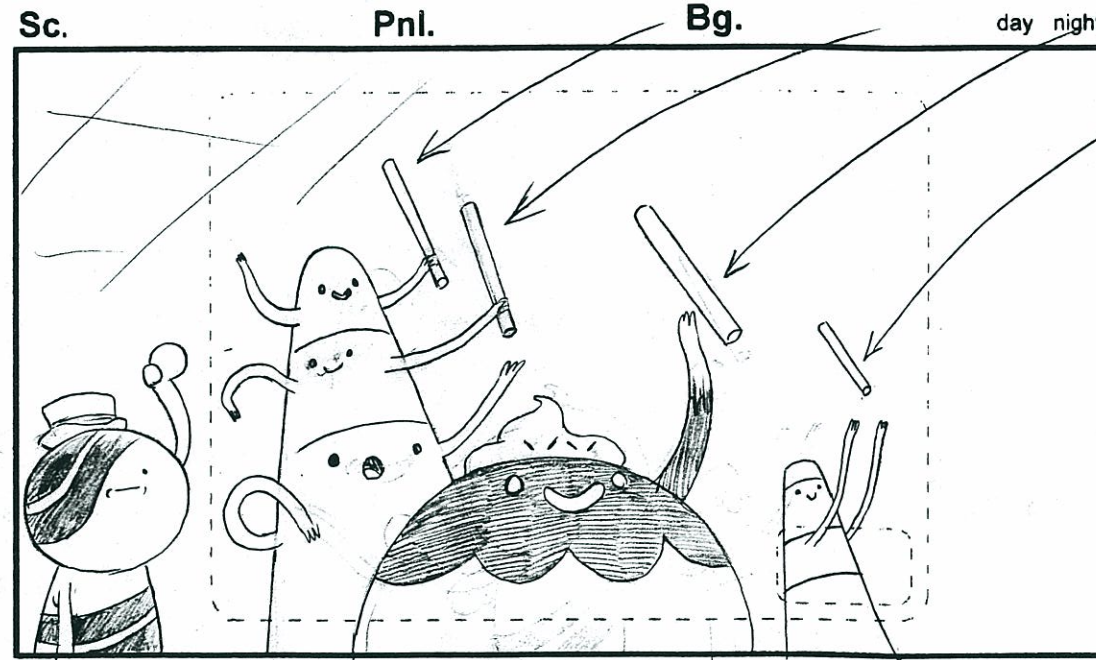
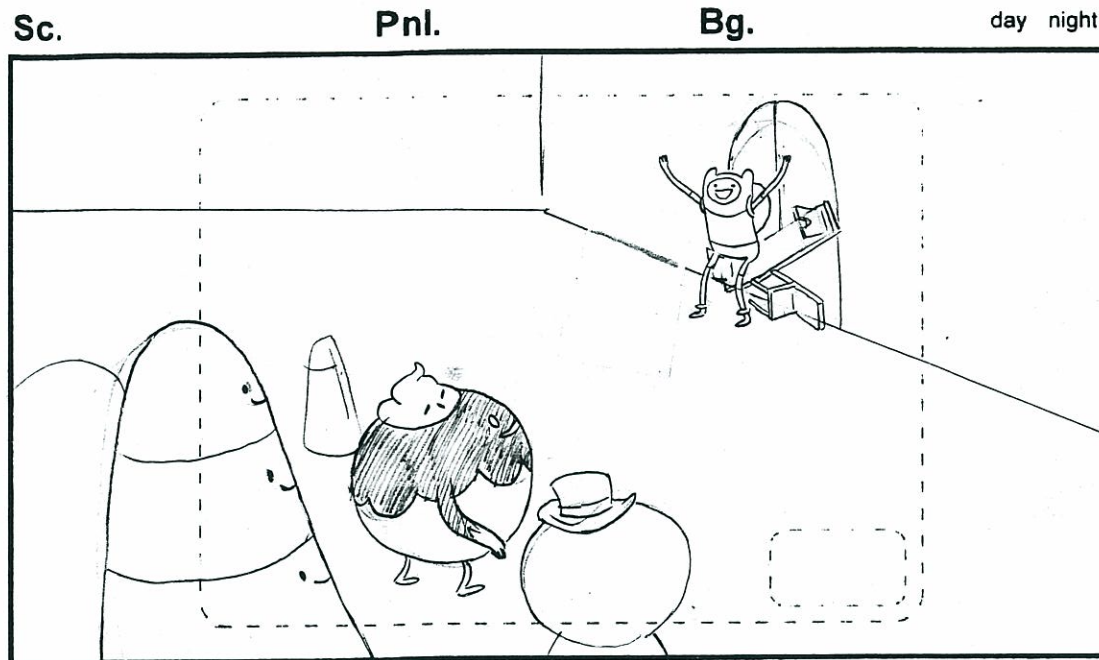
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 80



Dialog:

FINN: EVERYBODY GRAB A STICK!  
NEW GAME !!  
We're gonna smash some

Candy  
Crowd : <cheers!>

Action:

pinatas!

Timing:

325

326

EPISODE # 692009

Production :



ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	(M) what!?
Action:	
Timing:	326A

EPISODE #

Production :

ADV

FLOP  
LAYOUTS

A



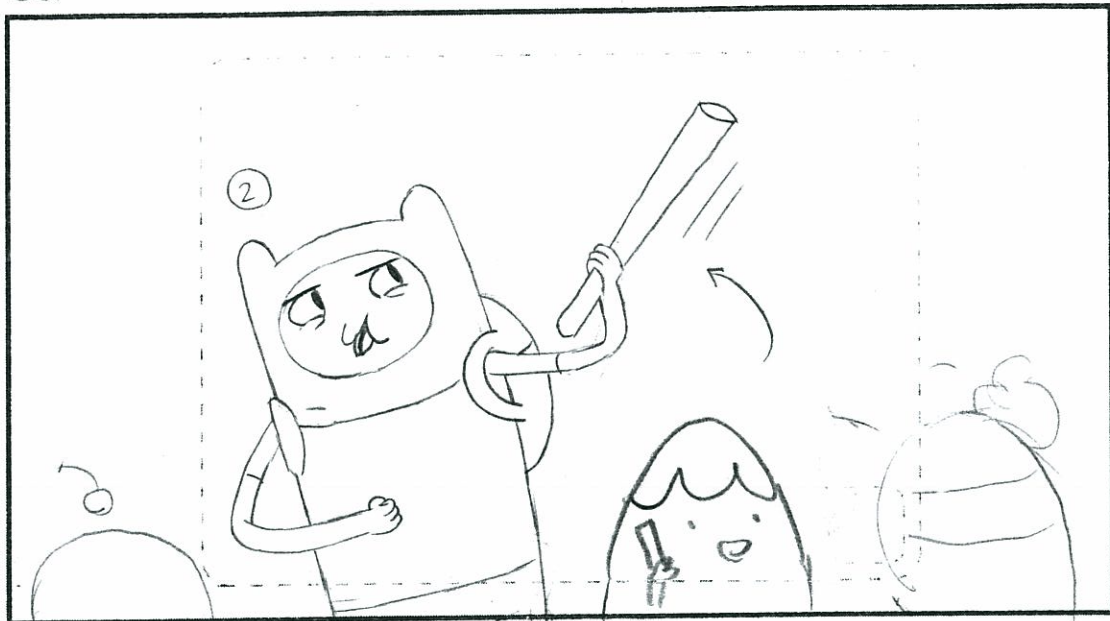
1803

Page 189

Sc.

Bg.

day night

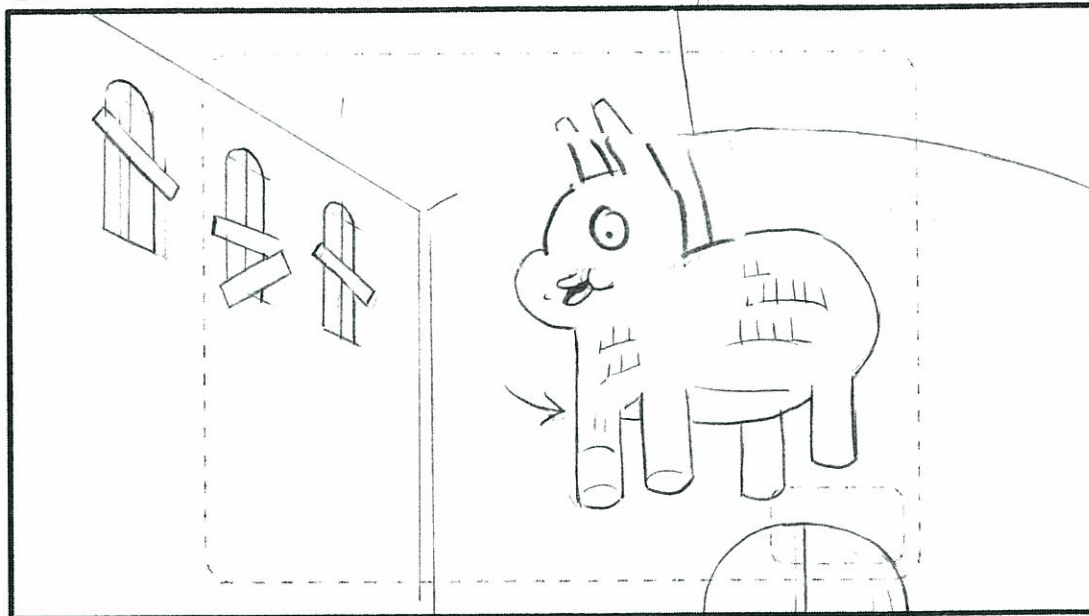


Sc.

Pnl.

Bg.

day night



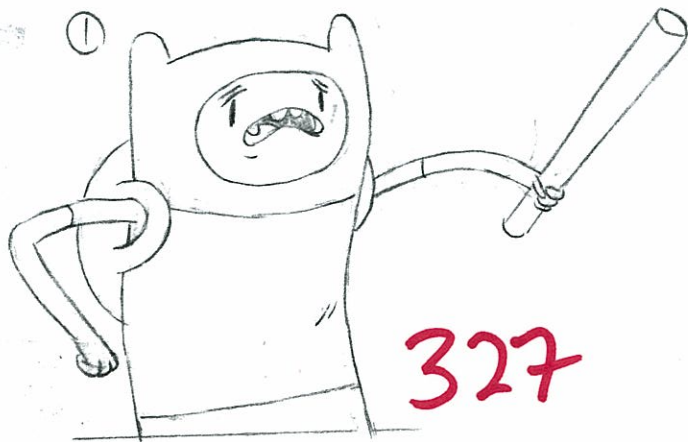
Dialog:

FINN: EXCEPT FOR YOU, MANFRIED.  
YOU'RE EXEMPT ...

MANFRIED: OH, THANK GOODNESS

Action:

Timing:



327

328

EPISODE # 692009

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog: CUPCAKE: CAN I OFFER YOU A STICK, MA'AM.?

CHOCOBERRY: NO ZENK YOO. I BWOUGHT MY USBAND'S STEM

Action:

Timing:

329

330

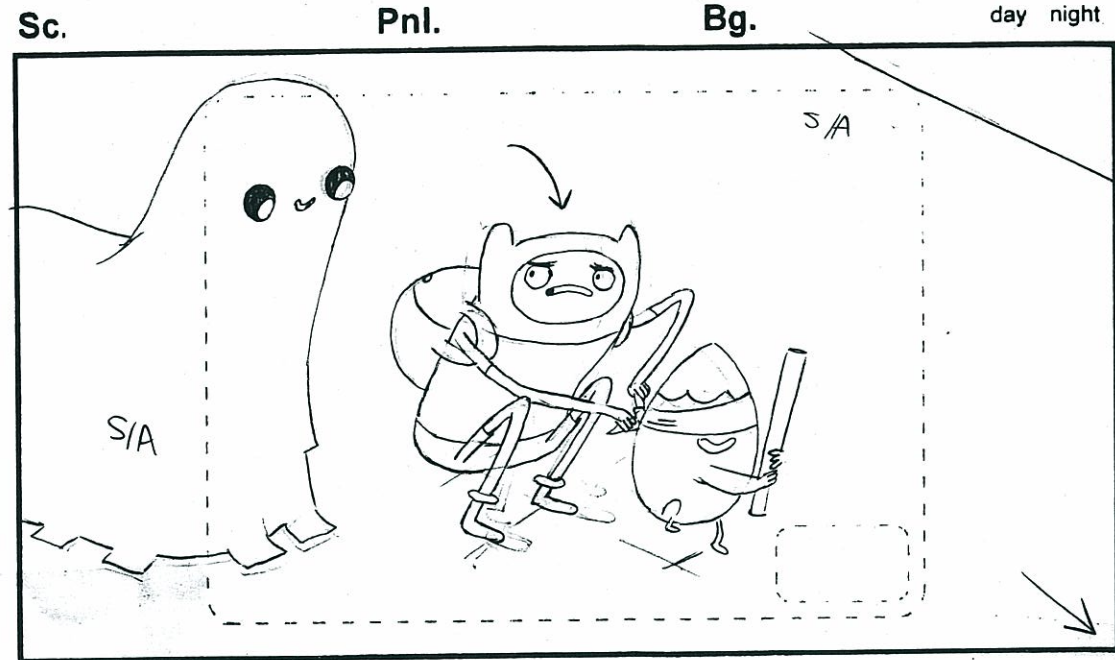
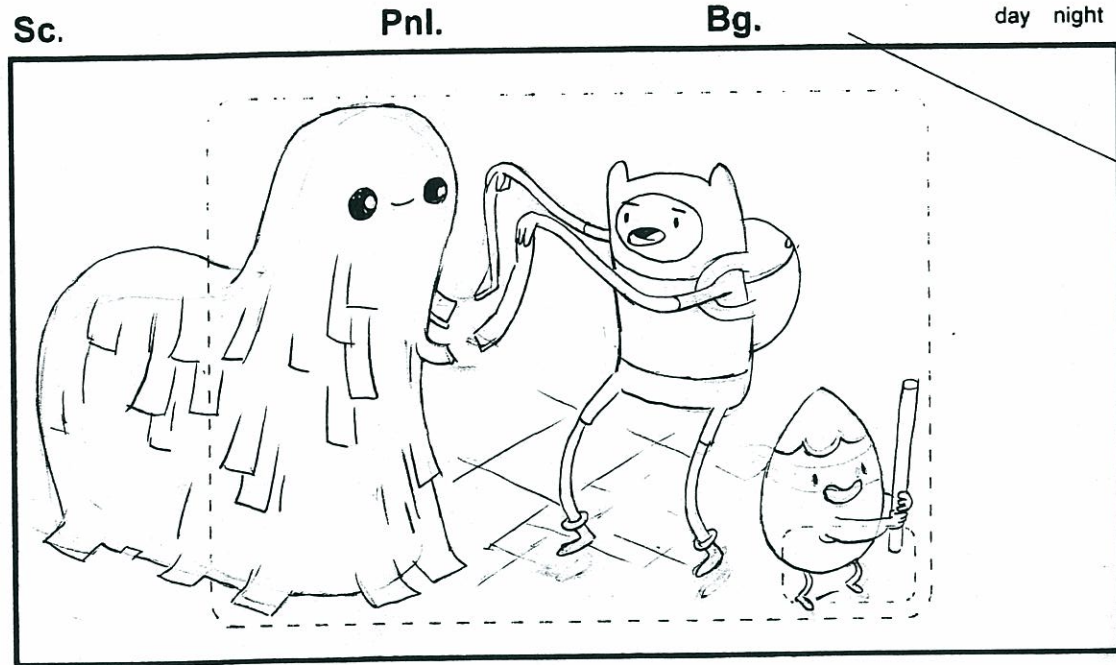
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Production :

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# ADVENTURE TIME



Page 182



Dialog: F: NOW EVERYBODY DON THESE BLINDFOLDS!

F: (UNDER BREATH, NERVOUSLY) THANKS, TAFFY GIRL

Action: ADJ. W/ ACTION

Timing:

331

332

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ADVENTURE TIME

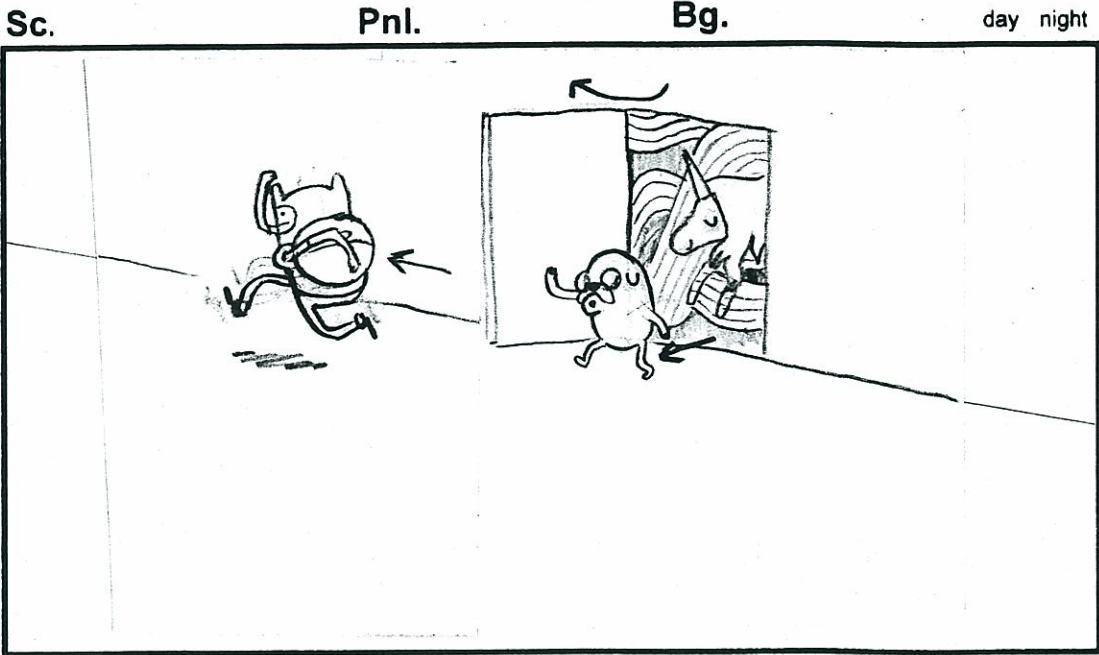
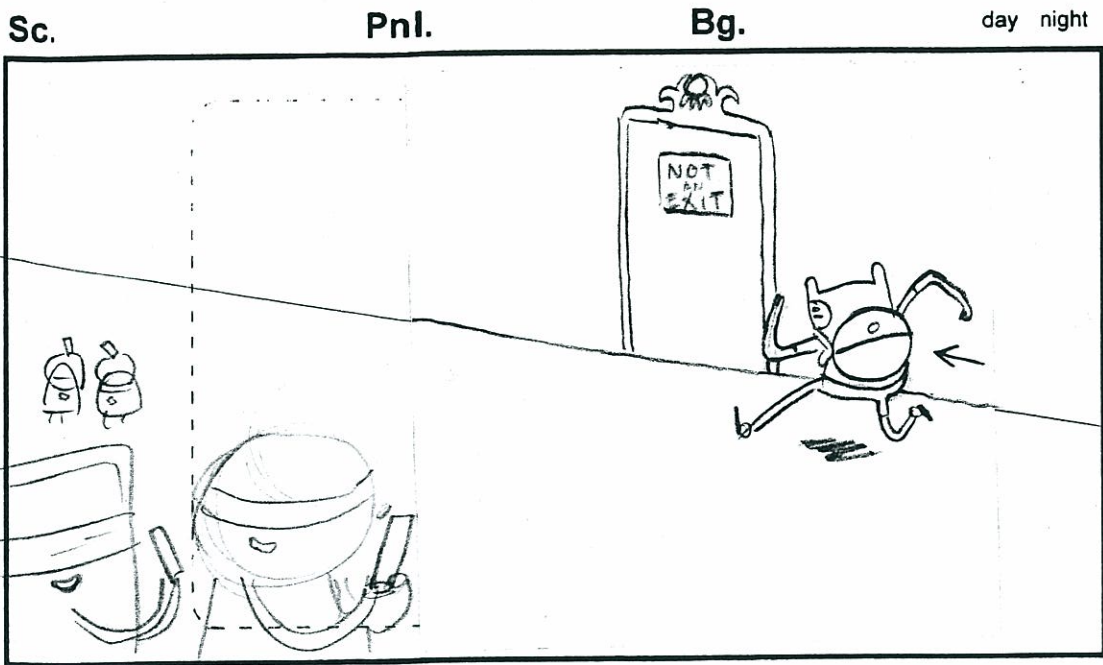


Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	
A. FINN: OKAY	
B. CANDY PEOPLE: * HAPPY WALLA * Get Ready...	
Action:	FINN WEAVES BETWEEN THE BLINDFOLDED CANDY PEOPLE
Timing:	
333	334

EPISODE # 692009  
Production :

ADVENTURE TIME

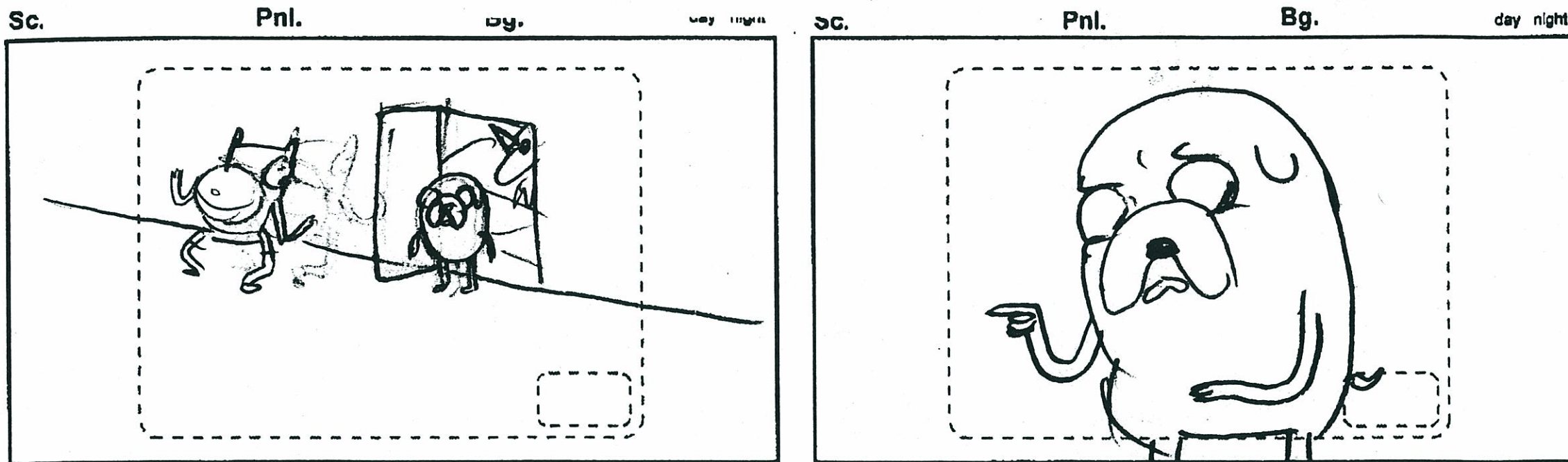


Dialog:	A. JAKE : *Whew!* 7 minutes up yet? B. RAINICORN : [CASUAL GREETING]
Action:	(Finn Stops)
Timing:	

335

336





Dialog:

① Hey Finn!

① Don't think I forgot about that stuff you're keeping secret from me.

Action:

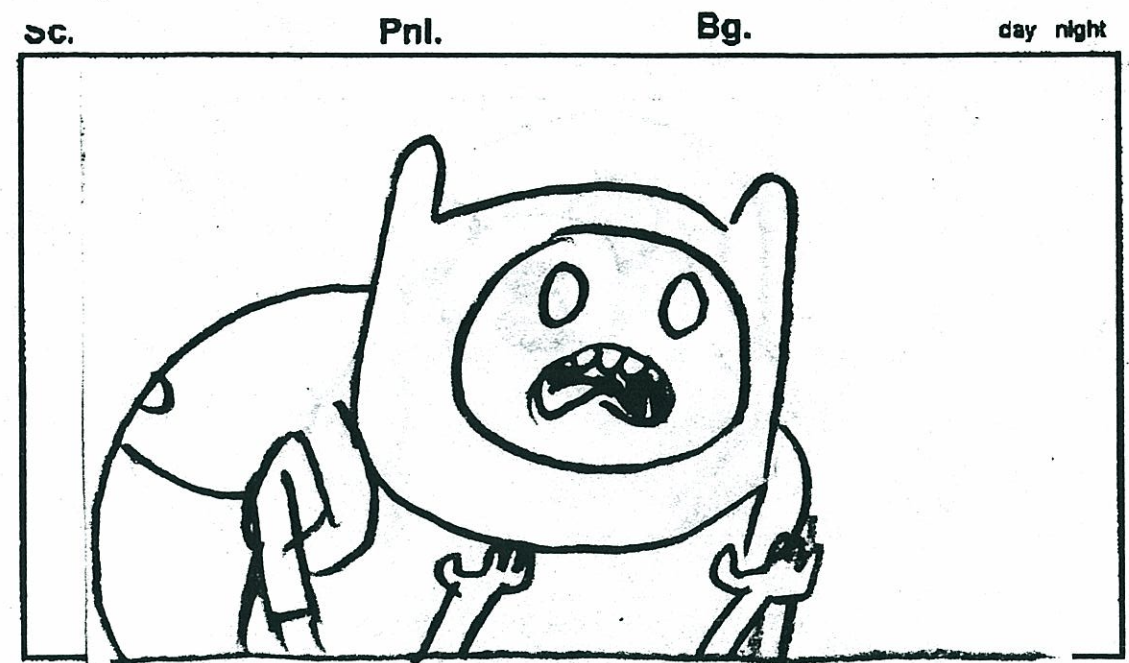
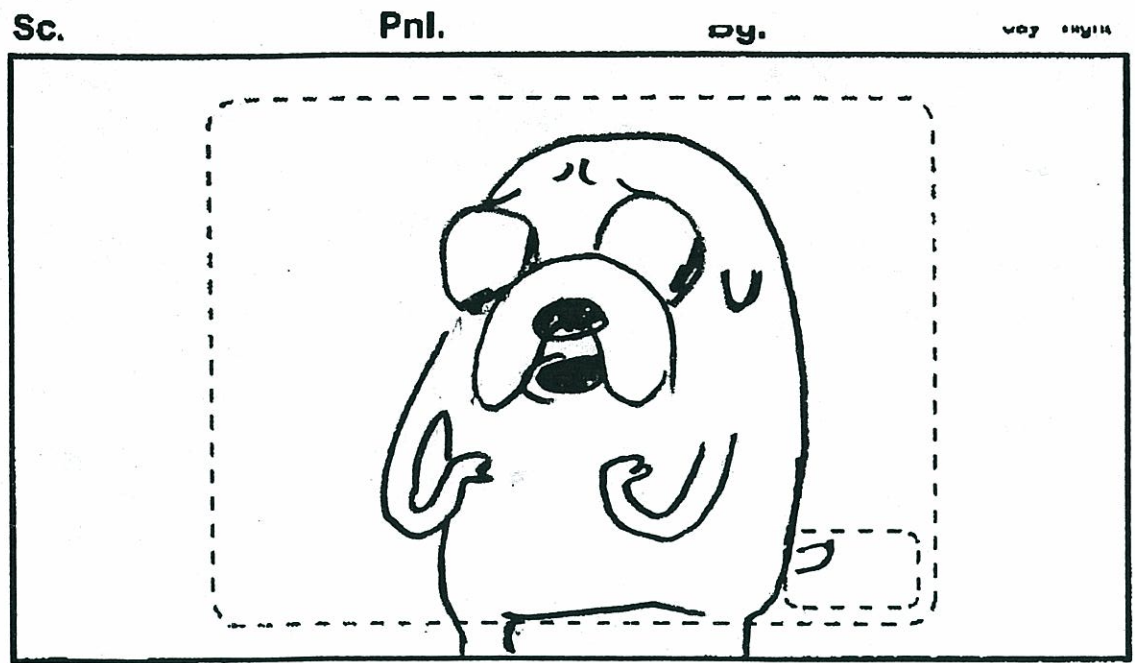


Timing:

337

338

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Dialog: (J) You should tell me that stuff man!

Action:

Timing:

(F) I CAN'T TAKE! ?

ALT) I'll never tell!

339

340

EPISODE # 692009

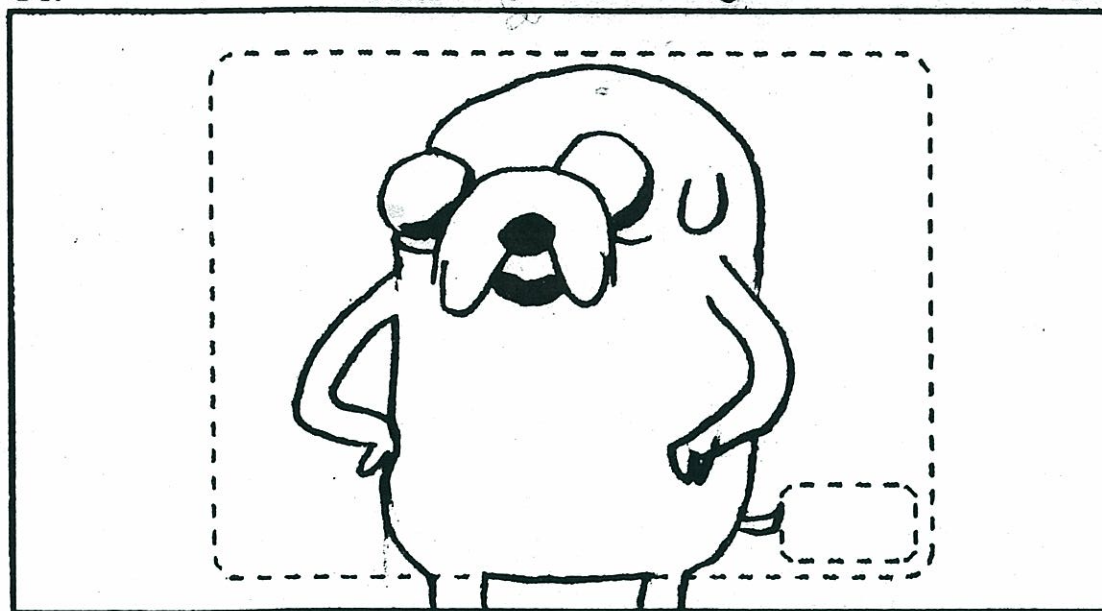
Production :





Page 187

Sc. Pnl. Bg. day night

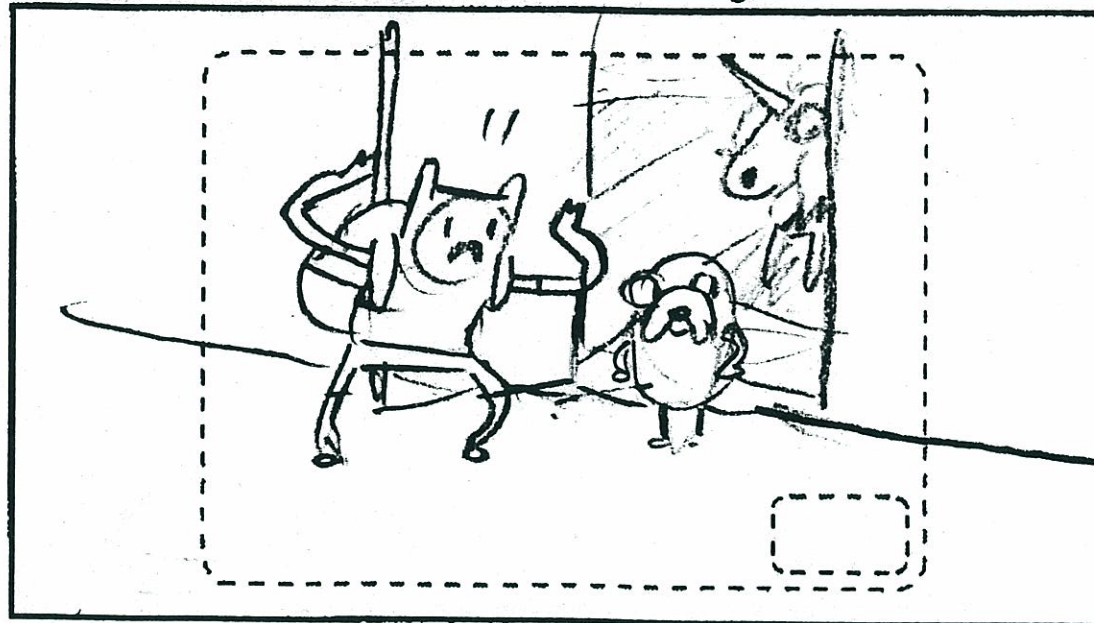


⑤ Did you kiss Bubblegum?  
Do you want me to give you  
advice about kissin'?

Timing:

341

Sc. Pnl. Bg. day night



Dialog:

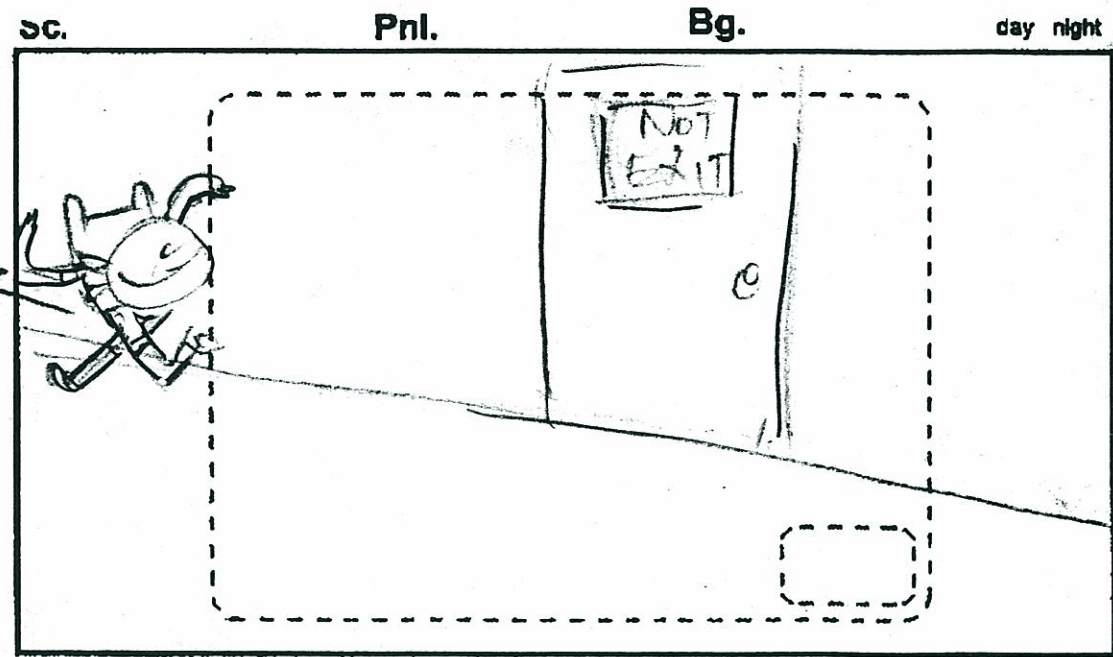
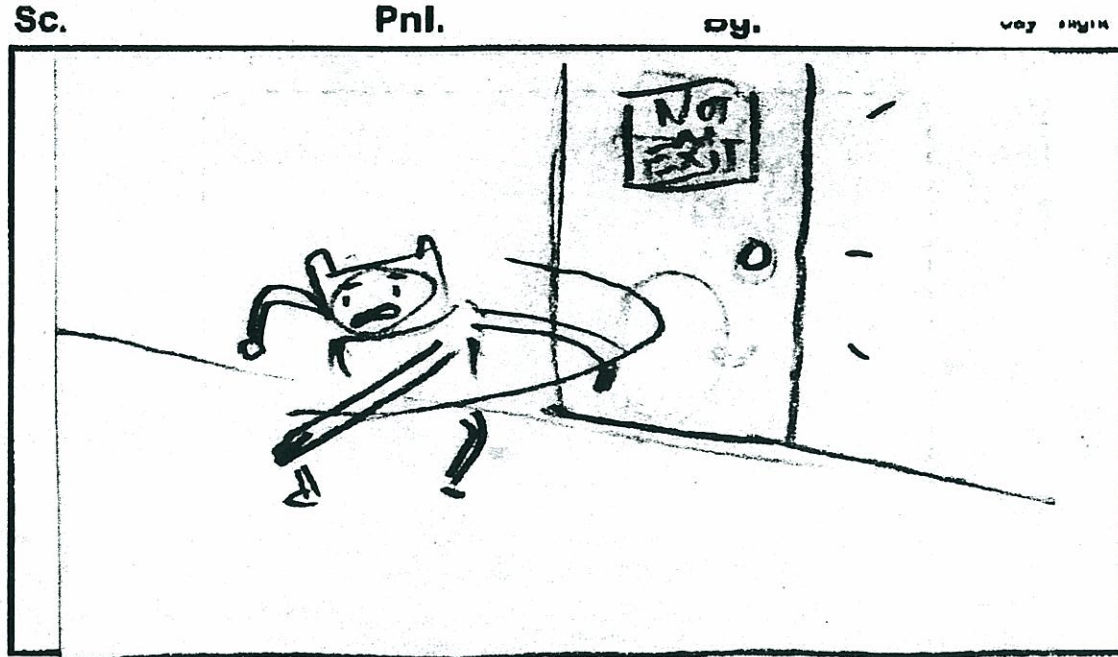
⑥ NO JAKE! JUST  
Get back in that closet!

342

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Di	* SLAM! *	OSR: *laughter*
Act		
Timing:		

343

344

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# ADVENTURE TIME



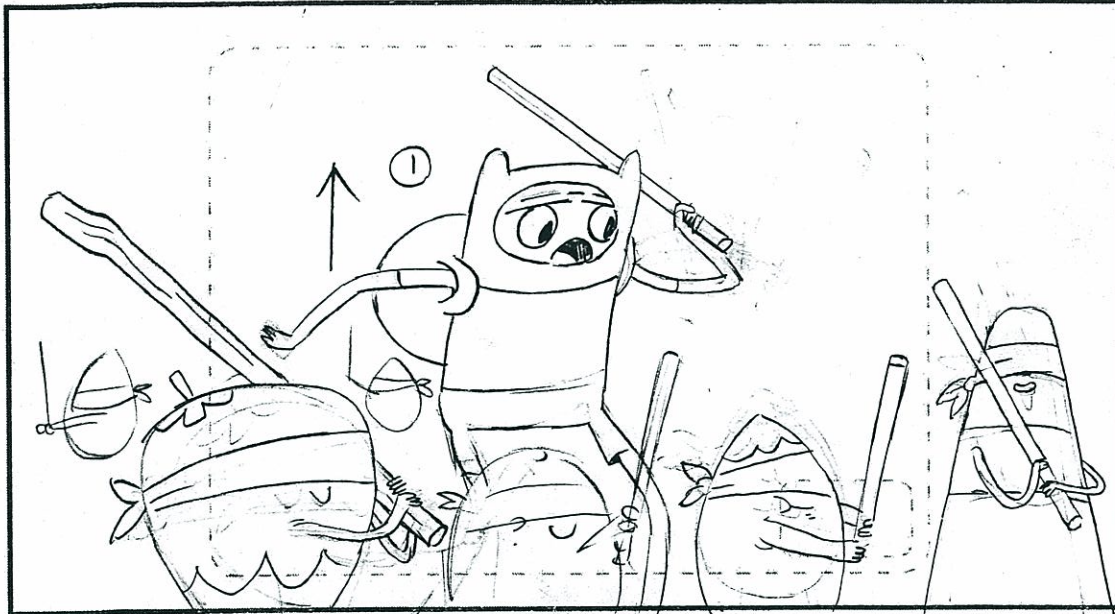
Page 188

Sc.

Pnl.

Bg.

day night

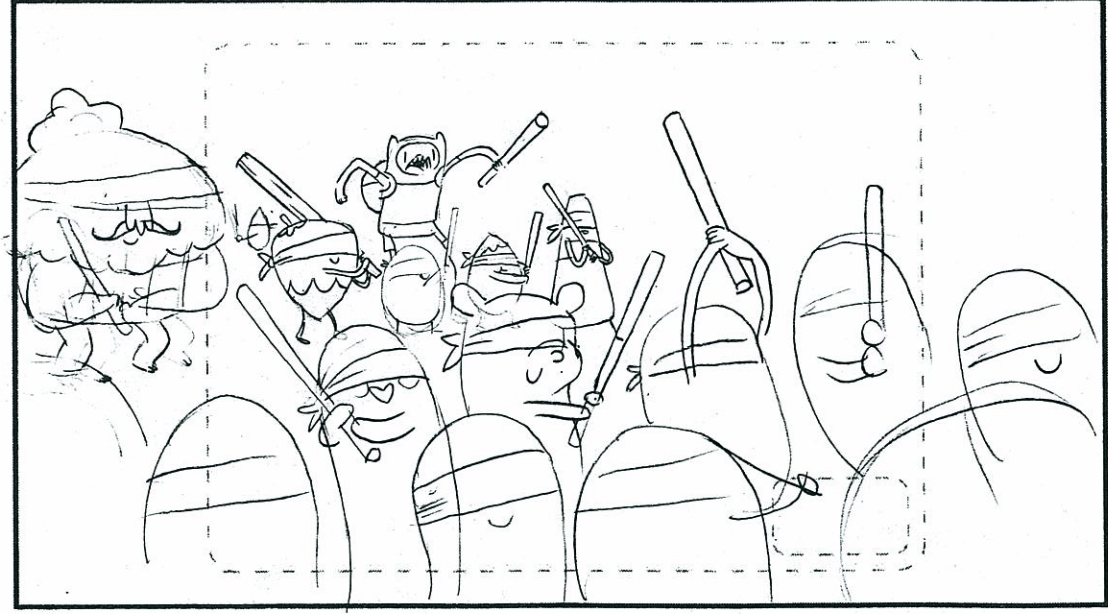


Sc.

Pnl.

Bg.

day night



Dialog:

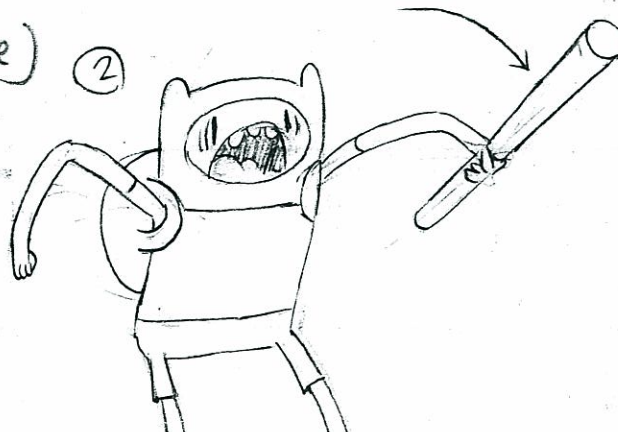
FINN: OK! STAY IN FORMATION SO'S  
YOU DON'T HIT EACH OTHER

F: GET READY!!!

Action:

(Finn rises into frame)

②



TRUCK OUT TO REVEAL ROWS OF ARMED CANDY PEOPLE

Timing:

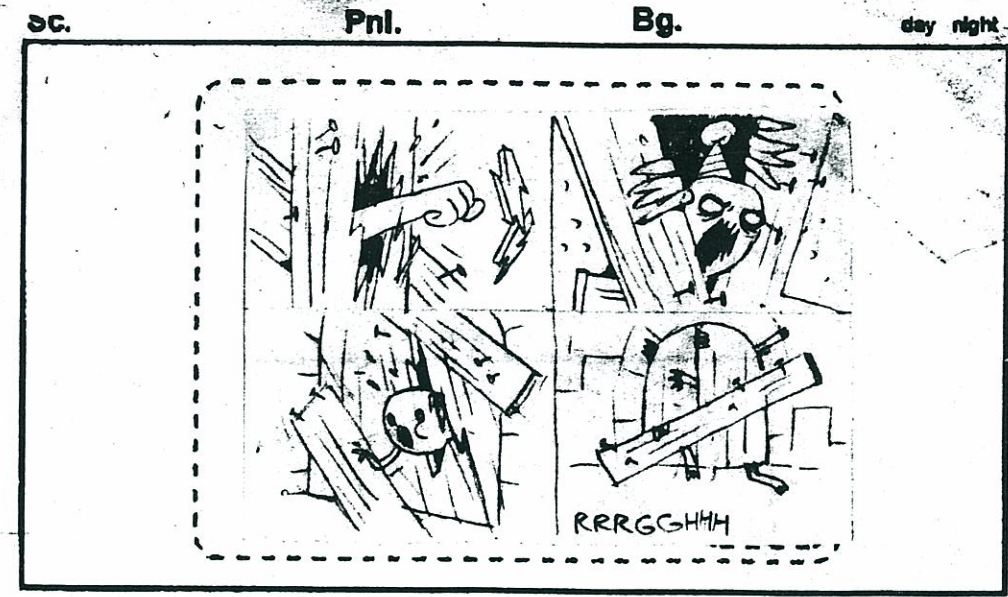
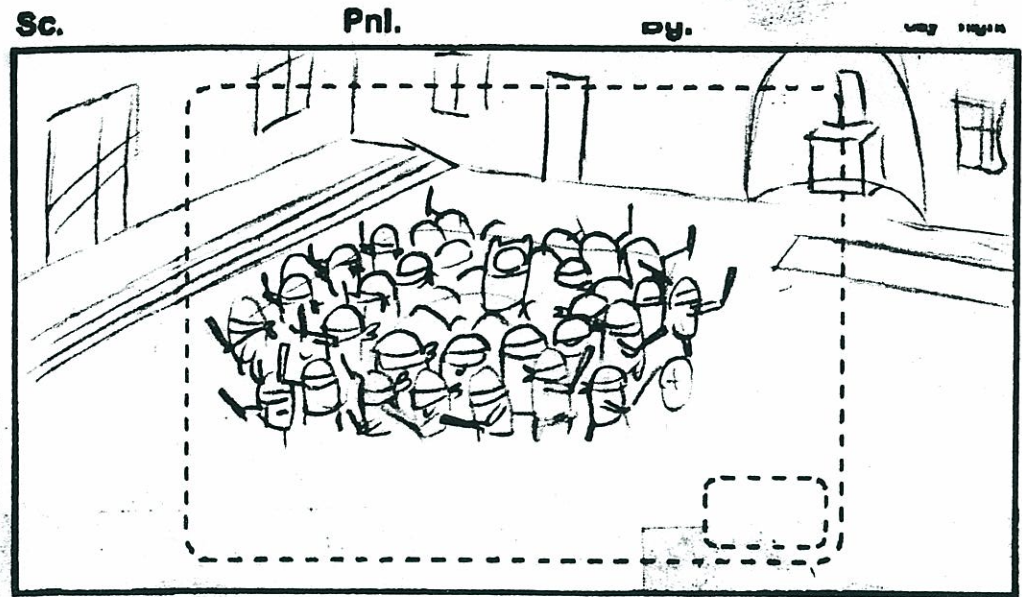
345

346

EPISODE # 692009

Production :





Dialog:

Action:

Timing:

F wait...  
wait...

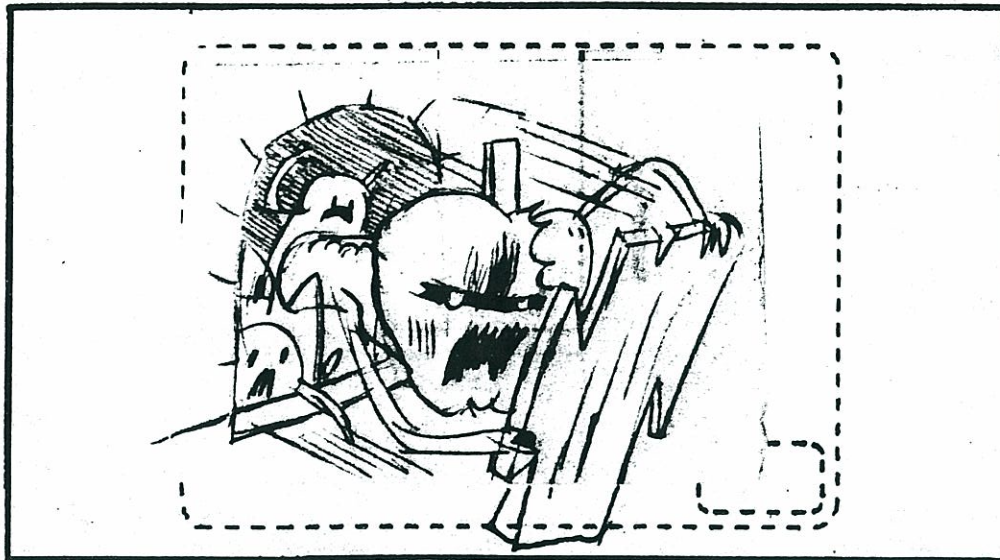
347

348

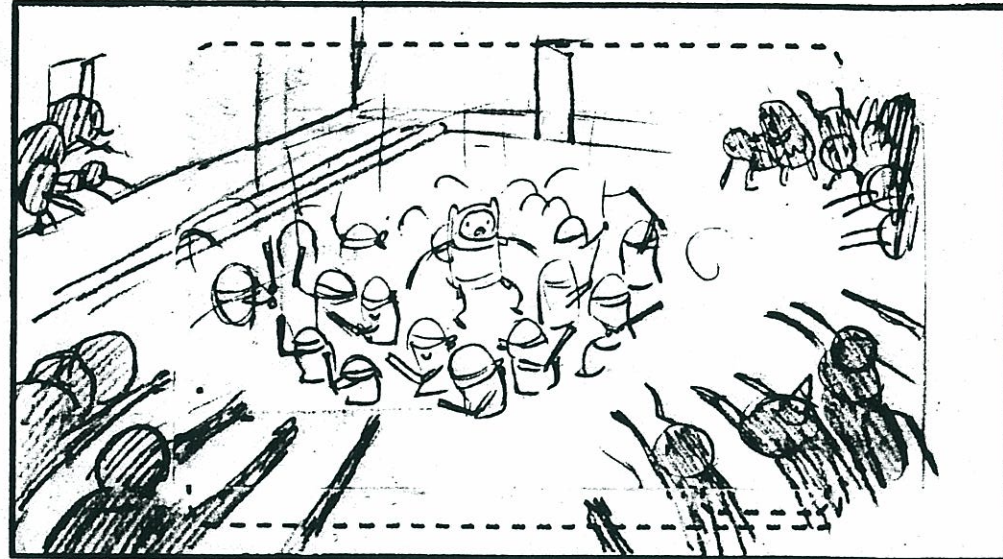




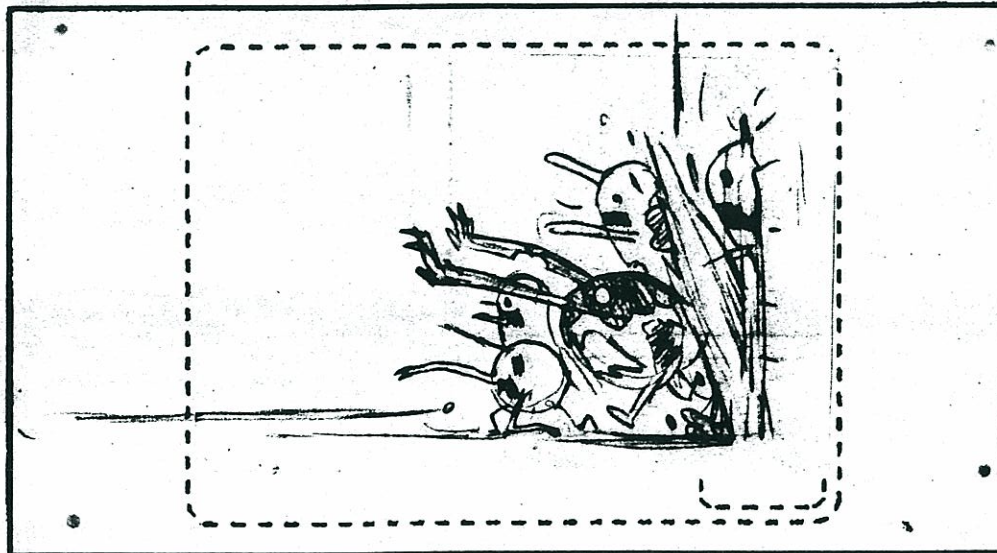
Sc. Pnl. day night



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



ZOMBIES CLOSE IN ON CANDY PEOPLE

EPISODE 692009

Production

349



350



Page 192

Sc.

Pnl.

By.

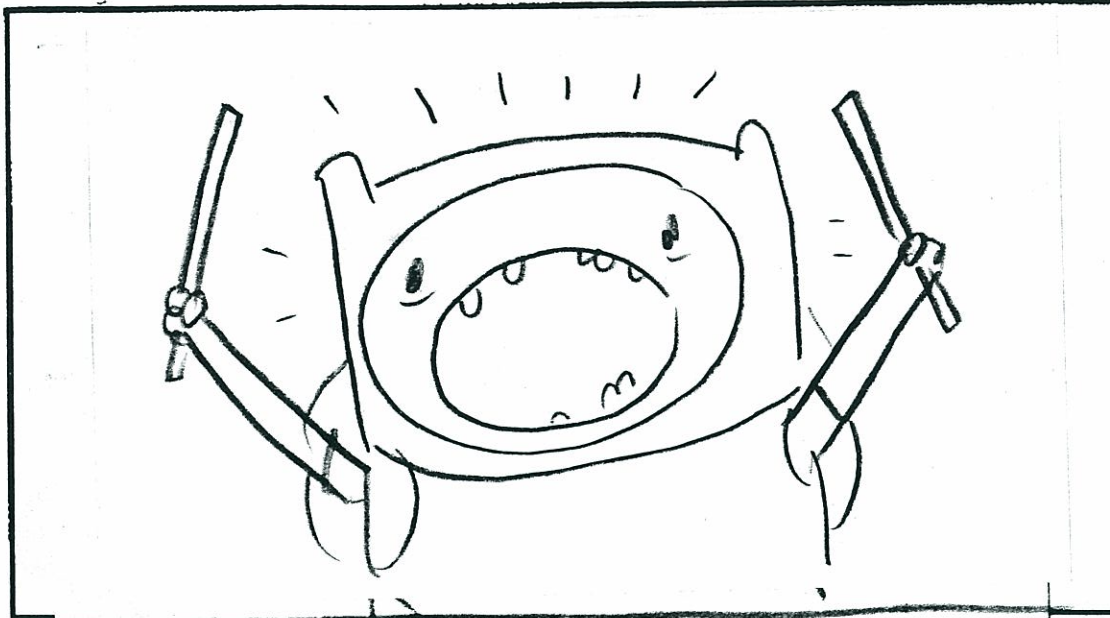
day night

Sc.

Pnl.

Bg.

day night



Dir

Ac

Timing:

(F) Charge!!

351

352

EPISODE 692009

Production

Production





Sc.	Pnl.	cg.	day night	Sc.	Pnl.	Bg.	day night
Dia	<p>candy crowd: YEA!!</p>						
Act							
Timing:	<p>353 354</p>						

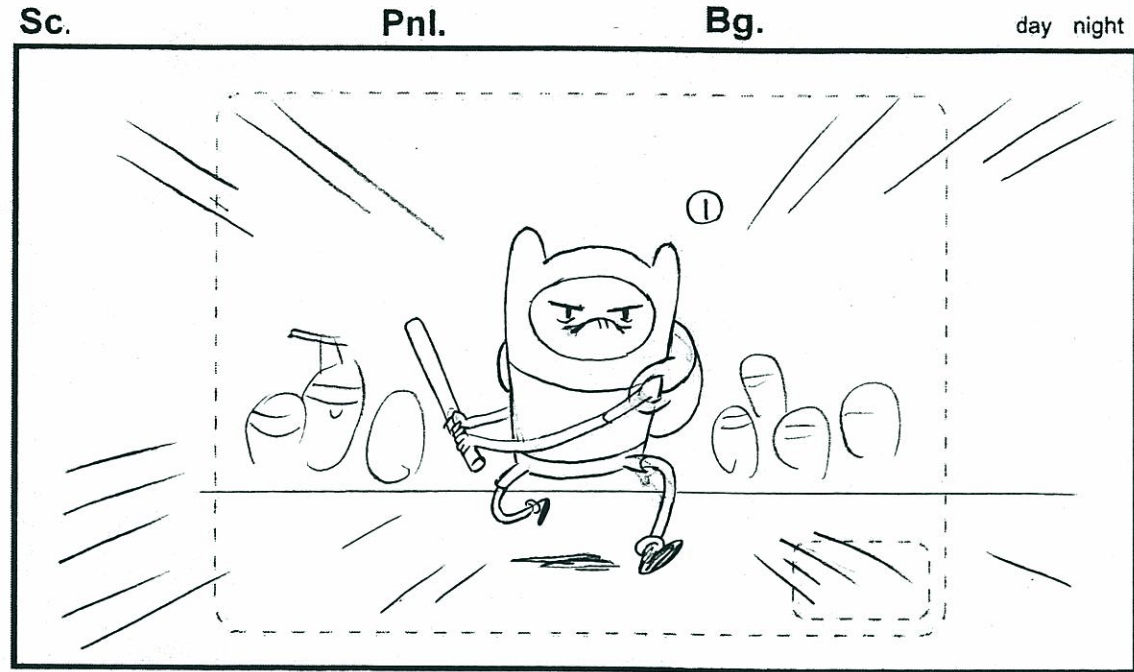
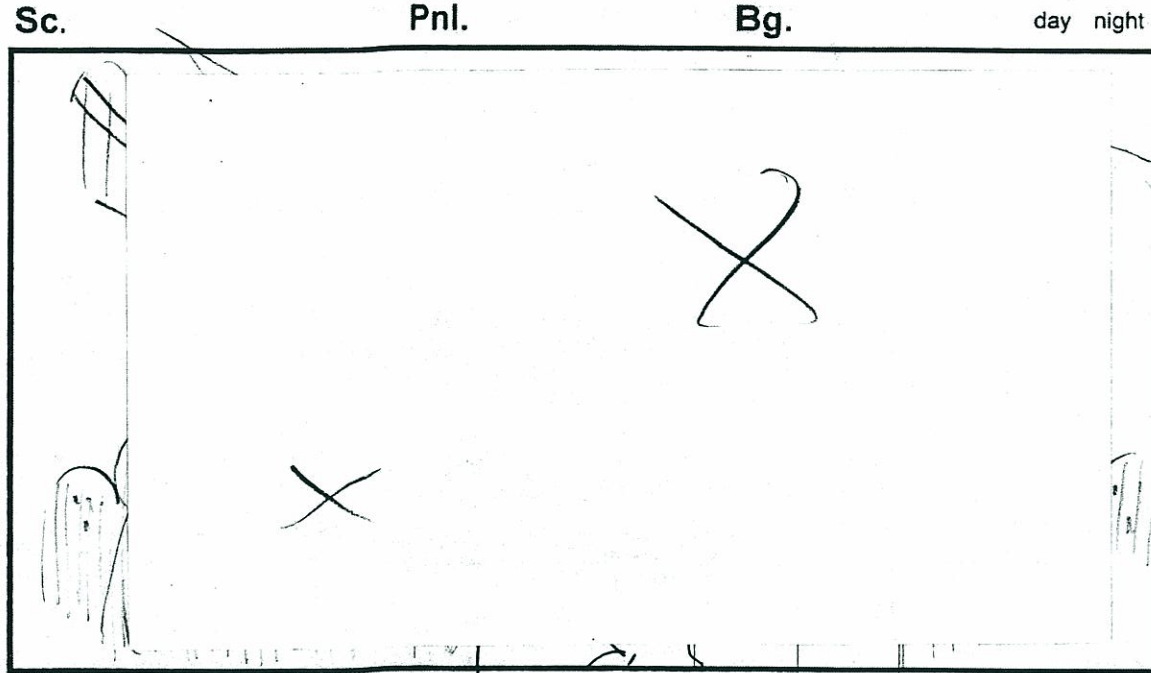
EPISODE # 692009

Production :

# ADVENTURE TIME



Page 194



Dialog:

Action:

Timing:

355

① (Running / Breathing through nose)

FINN RUNS  
TOWARDS CAMERA

356



EPISODE # 692009

Production :

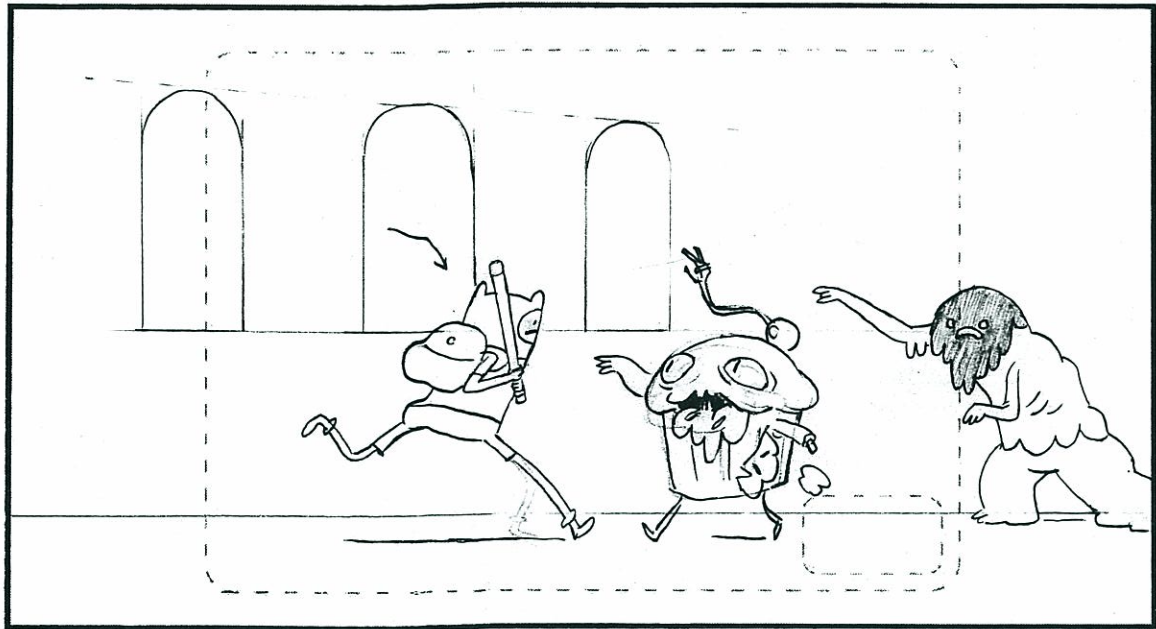


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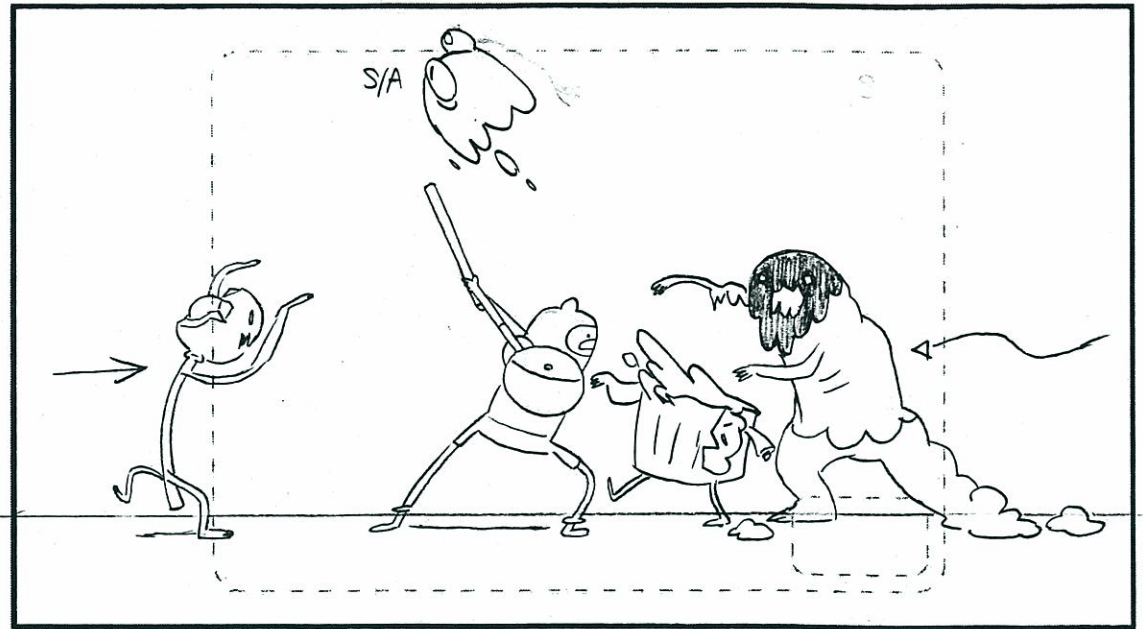
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	F: YA! WA! RA! HYA!	
Action:	FINN RUSHES TOWARDS THE ZOMBIES	FINN KNOCKS OFF THE CUPCAKE ZOMBIE'S HEAD.
Timing:	357	358

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Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

S/A

①

Sc. Pnl. Bg. day night

S/A

①

Dialog: FINN :

FINN:

Action: FINN KNOCKS THE NEOPOLITAN ZOMBIE'S HEAD OFF

Timing:

②

359

FINN BREAKS OFF THE LOLLIPOP'S JAW, FINN PUSHES A STICK THROUGH THE ICE CREAM ZOMBIE'S FACE

②

360

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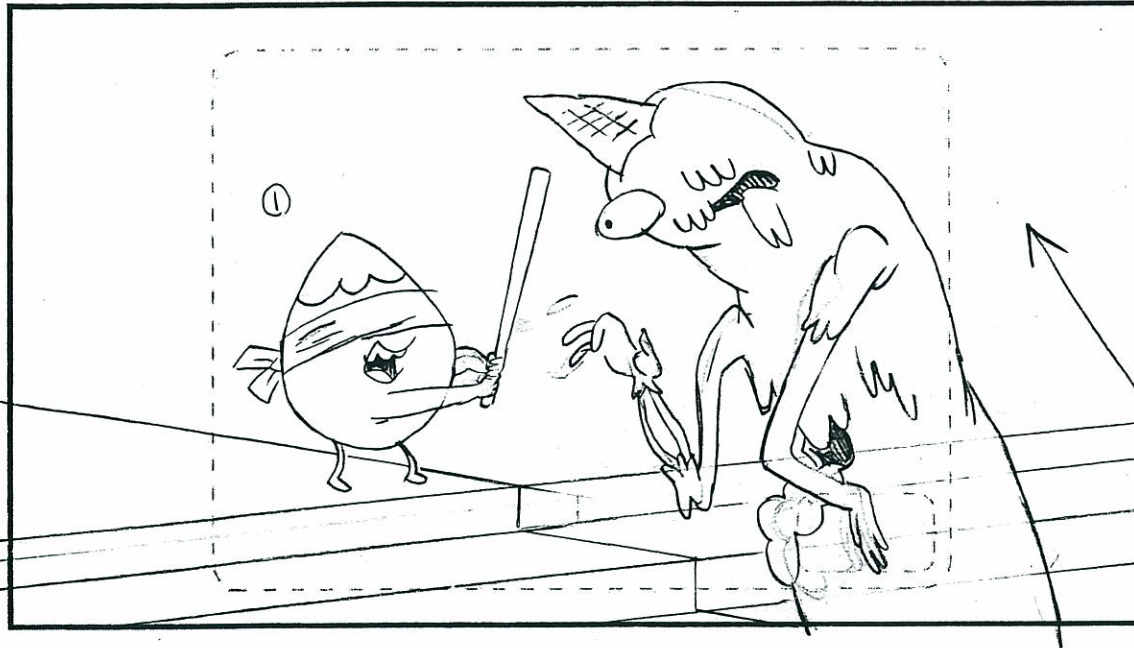
# ADVENTURE TIME



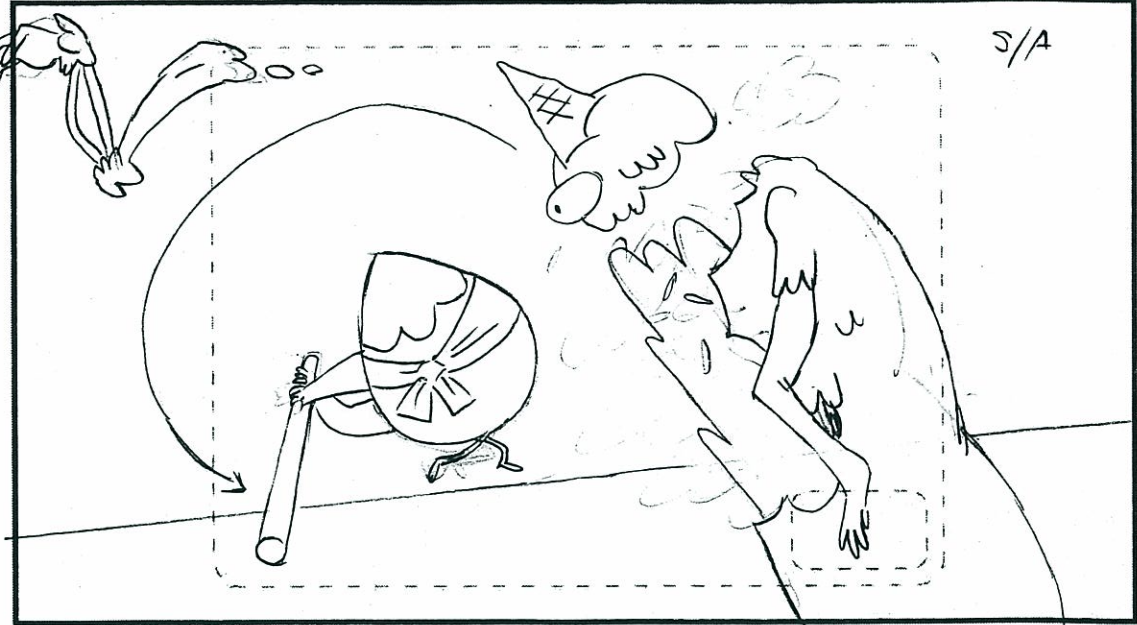
(NEXT pg. 199)

Page 197

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



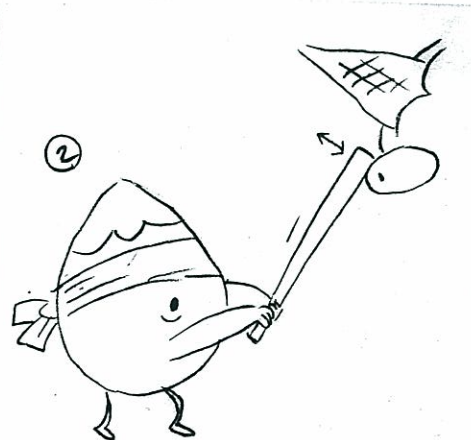
Dialog: CHET: HA! HA! HA!

② \*TINK TINK\*

Action: ICE CREAM ZOMBIE SHOOTS INTO FRAME.

Timing:

361



CHET: AW YEAH!

\* FWASH! \*

362

EPISODE # 692009

Production :

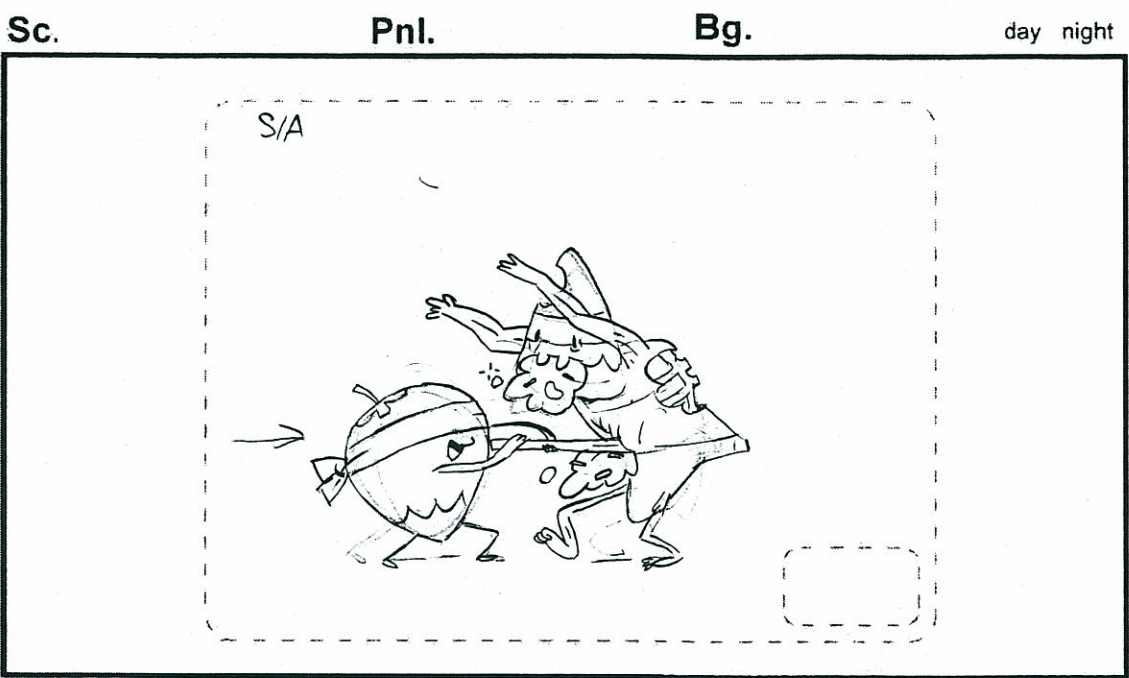
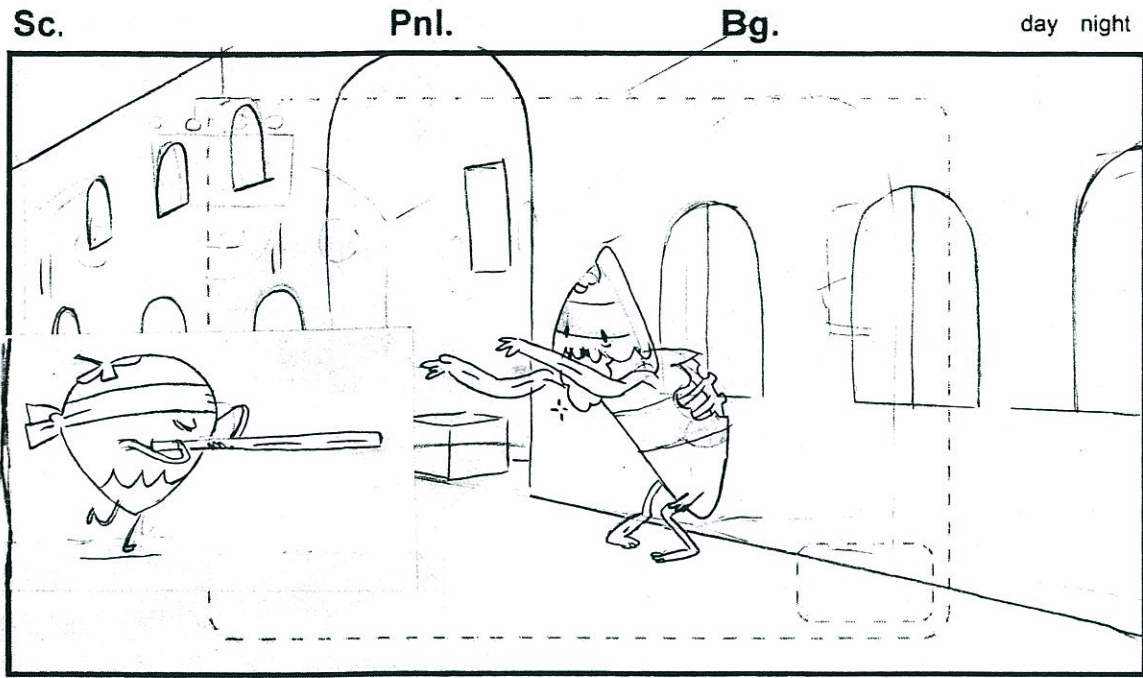
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# ADVENTURE TIME



(No v4.198)

Page 199



Dialog:	
Action:	CHOCOBERRY IMPALES THE CANDY CORN ZOMBIE
Timing:	

363

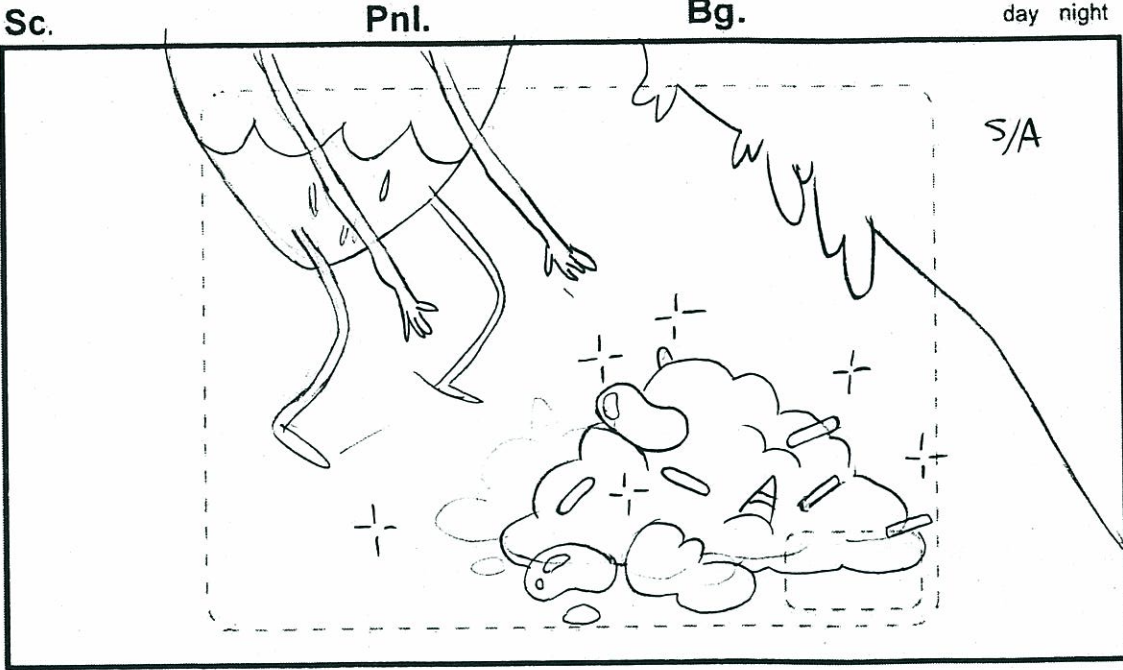
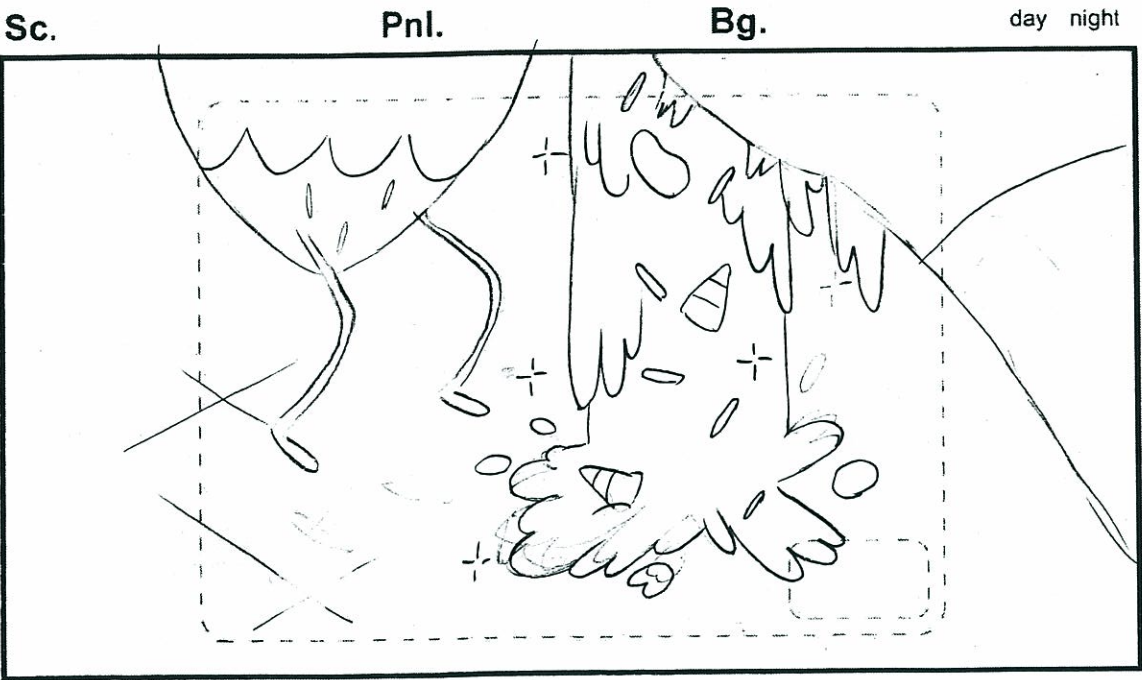
364

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Production :



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ADVENTURE TIME



Dialog:

Action: CANDY GUTS SPILL ON THE GROUND CHOCOBERRY KNEELS DOWN.

Timing:

365



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# ADVENTURE TIME



(NEXT PG. 215)

Page 201

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:

ChocBerry - it is so taste  
so pure..

Action:

Timing:

367

368

EPISODE # 692009

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# ADVENTURE TIME



(No. P45. 202-214)

Page 215

Sc.	Pnl.	Bg.	R/T	day	night

Sc.	Pnl.	Bg.	day	night

Dial	Acti	Tim

369

CANDY PEOPLE: MUNCHING WALLA

370

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# ADVENTURE TIME



Page 216

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog	Action	Time
FINN: YEAH, YOU GUYS ARE ON FIRE		

371

372

EPISODE # 692009

Production :





Page 216A

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Sc.	Pnl.	cg.	way	begin	Sc.	Pnl.	Bg.	day	night					
										<p>Dialog:</p> <p>CANDY PEOPLE : &lt;SWINGING WALLA&gt;</p> <p>Action:</p> <p>Timing:</p>				

373

374

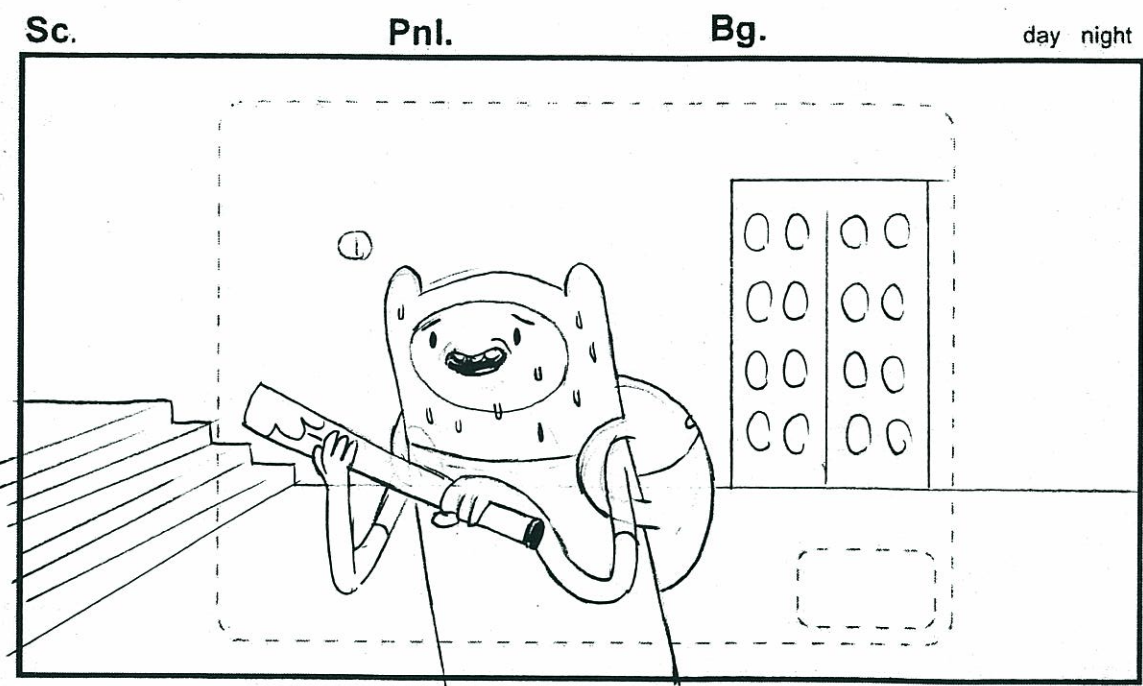
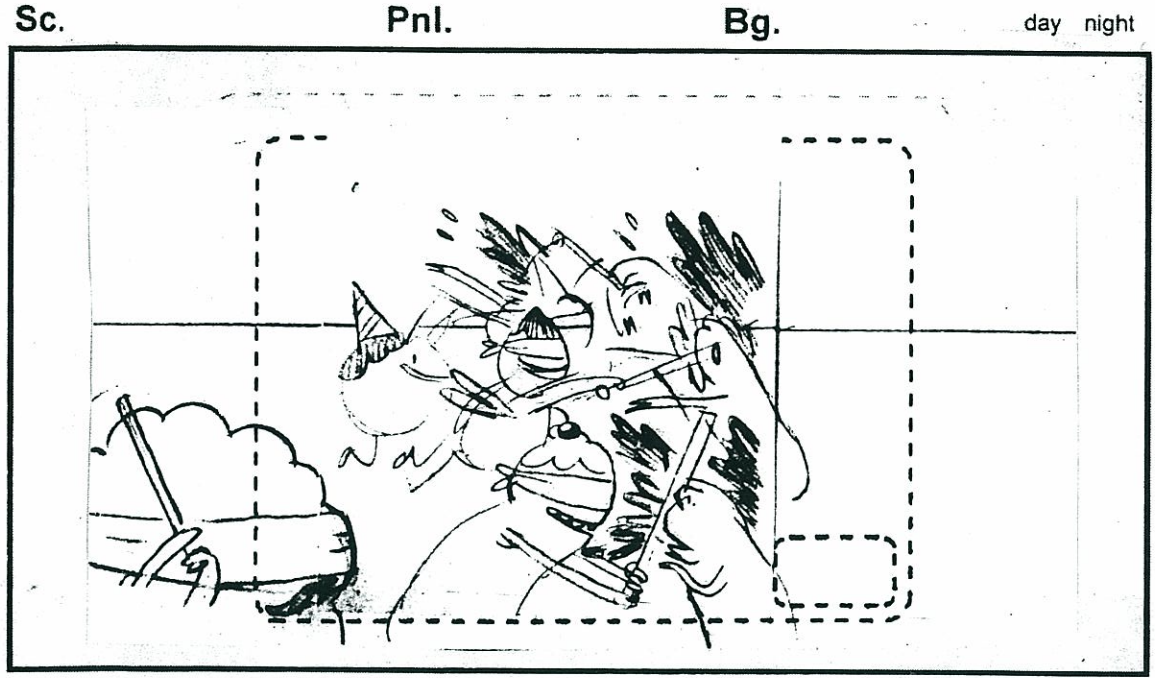
EPISODE # 692009  
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# ADVENTURE TIME



Page 296 B



Dialog: \_\_\_\_\_

Action: \_\_\_\_\_

Timing: \_\_\_\_\_

F: HEH, HEH. MY IMPROBABLE PLAN WORKED!

375 376

EPISODE # 692009

Production :



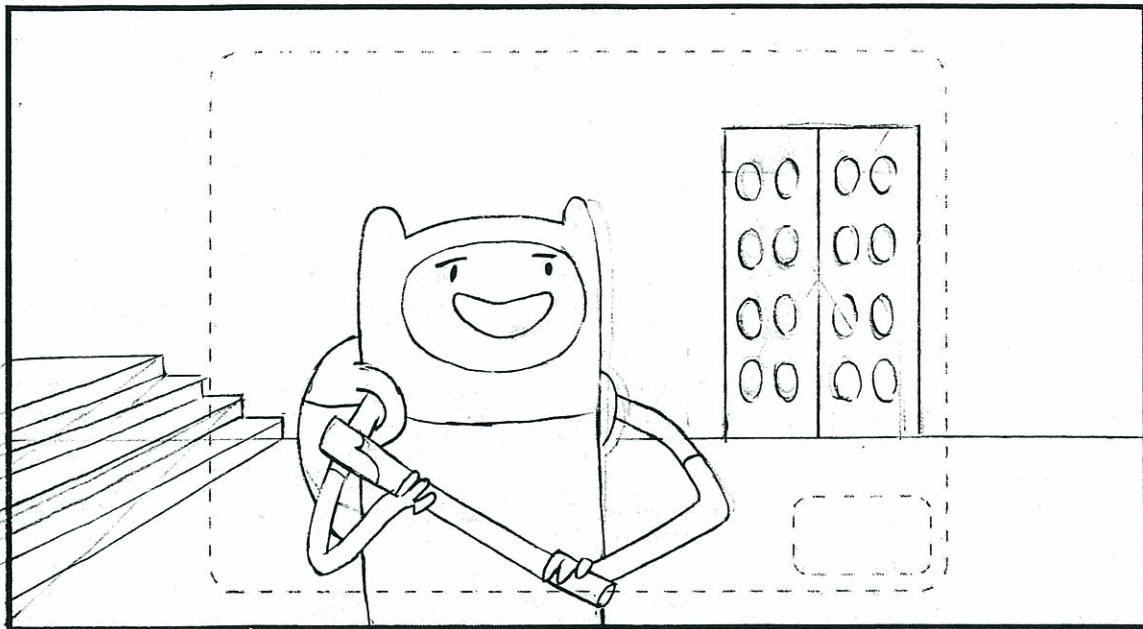
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ADVENTURE TIME

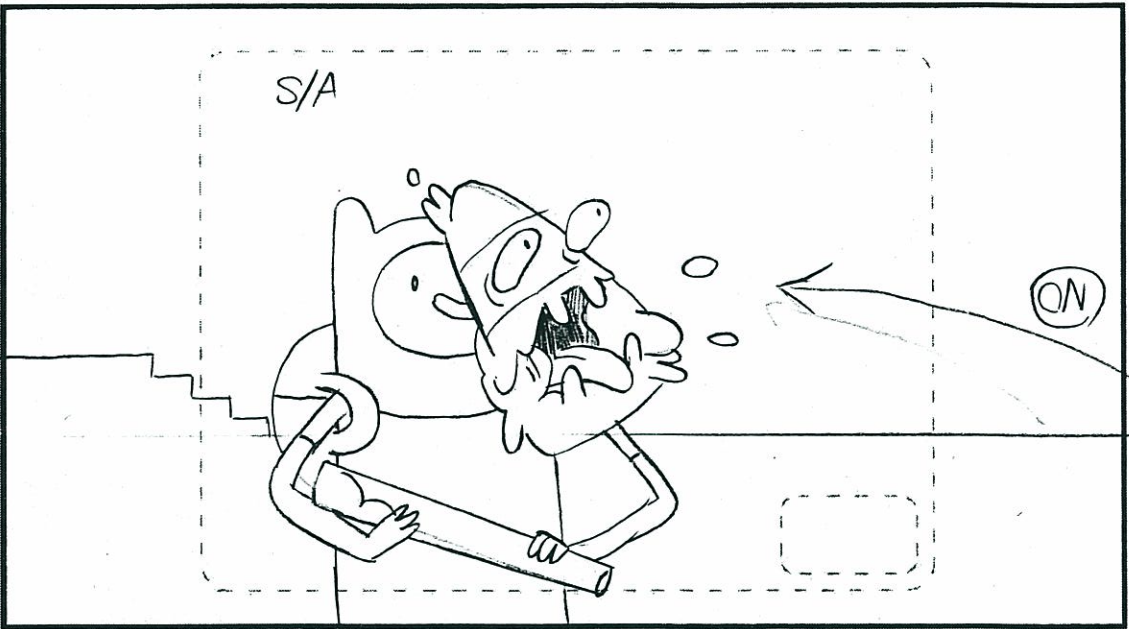


R/T

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



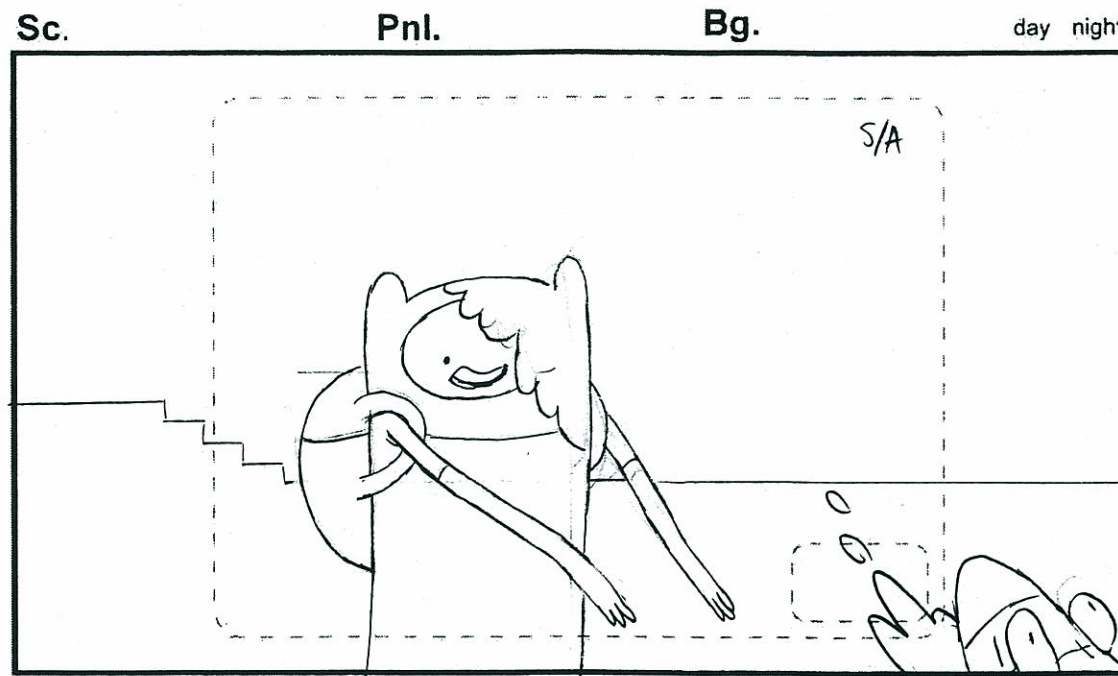
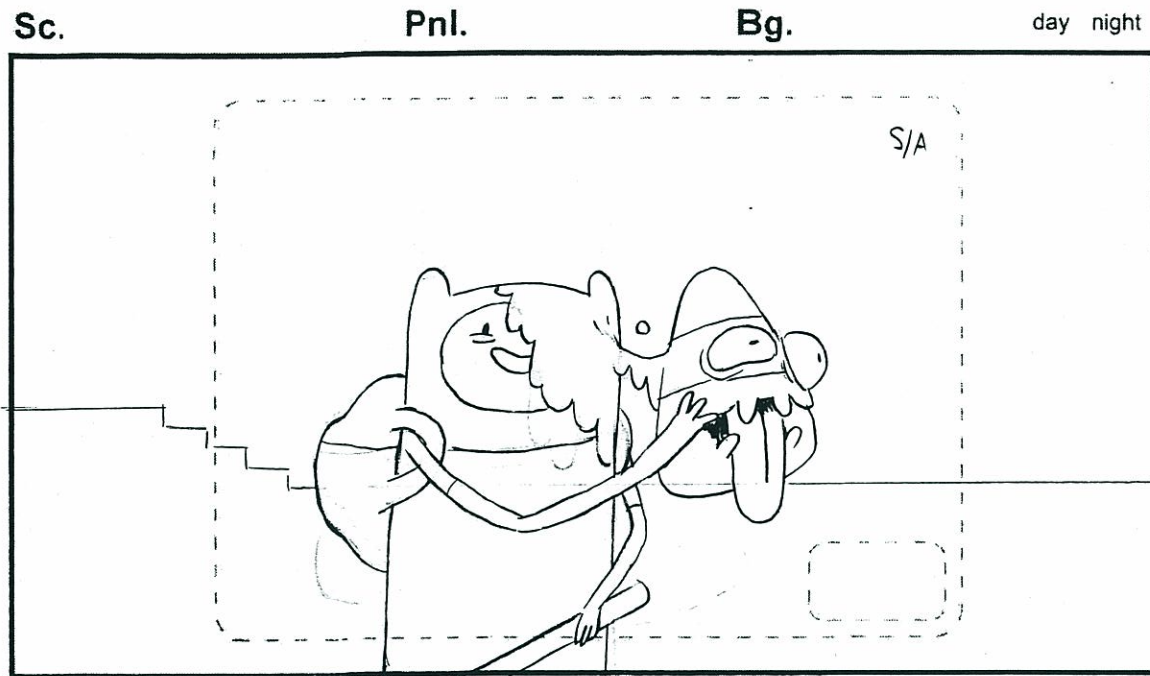
Dialog:	F: WE DID IT...	* SPLIK! *
Action:	CANDY CORN HEAD FLIES FROM Q/S. AND HITS FINN IN THE FACE.	
Timing:	377	378

EPISODE # 692009  
Production :

# ADVENTURE TIME



Page 218



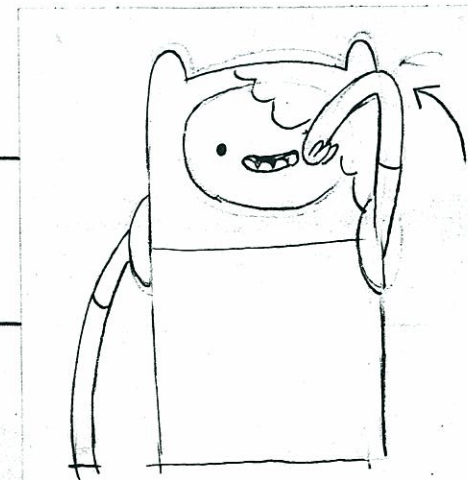
Dialog: FINN: \* NONCHALANT LAUGH \*

Action: FINN THROWS HEAD AWAY.  
FINN WIPES HIS FACE

Timing:

379

380



692009

EPISODE #

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
		BC		

Sc.	Pnl.	Bg.	R/T	day	night

Dialog:
Action:
Timing:

381

382

EPISODE # 692009

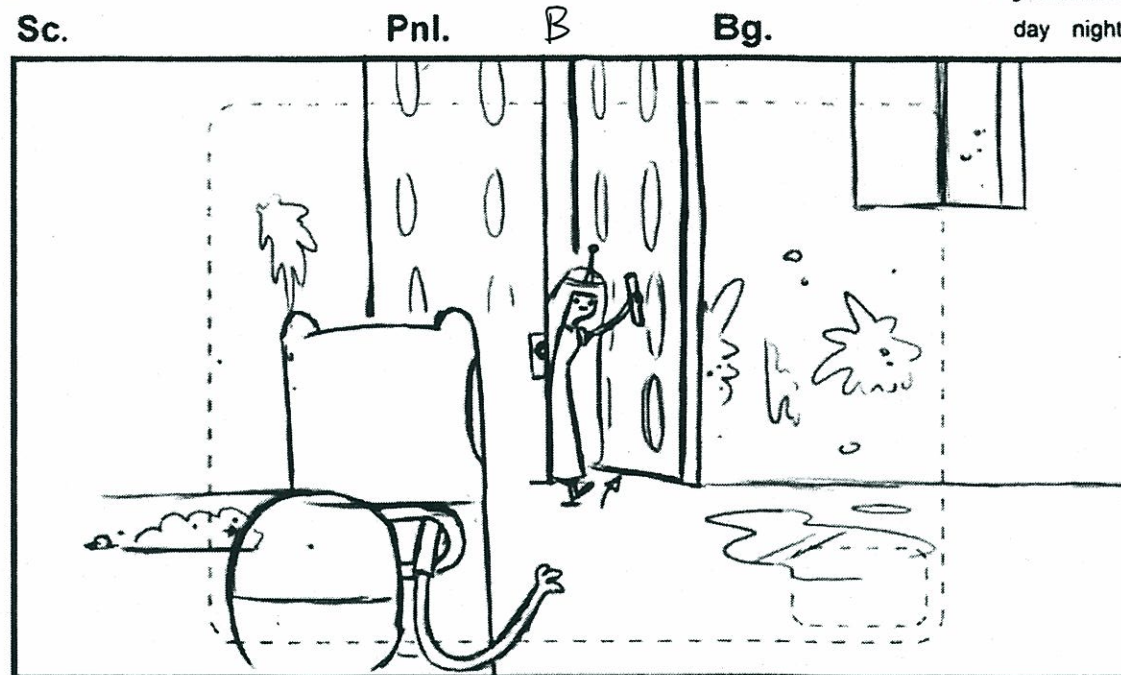
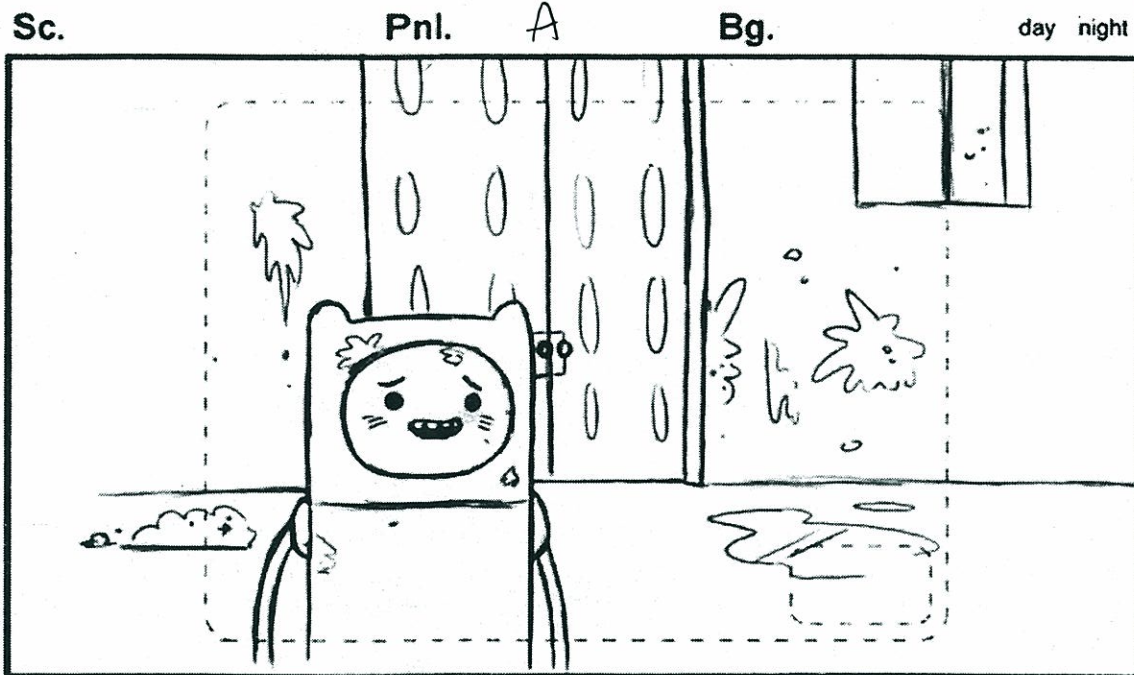
Production :

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# ADVENTURE TIME



Page 219  
day night



Dialog:	<u>PB</u> : Finn!
Action:	
Timing:	

383 384

EPISODE # 692009

Production :

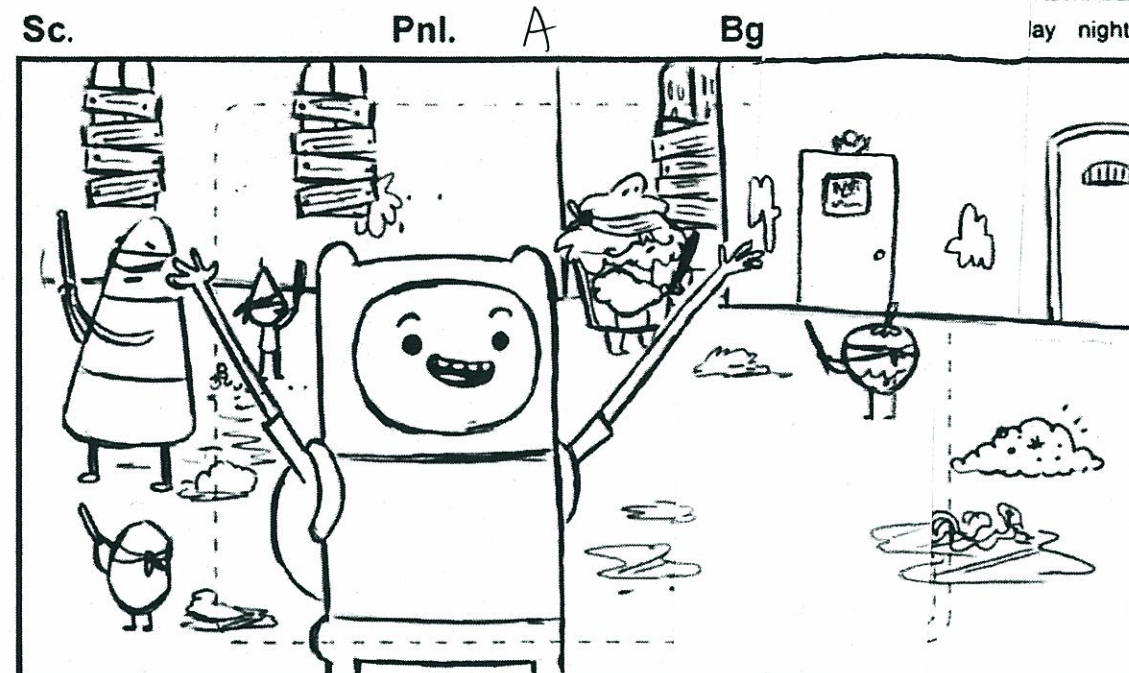
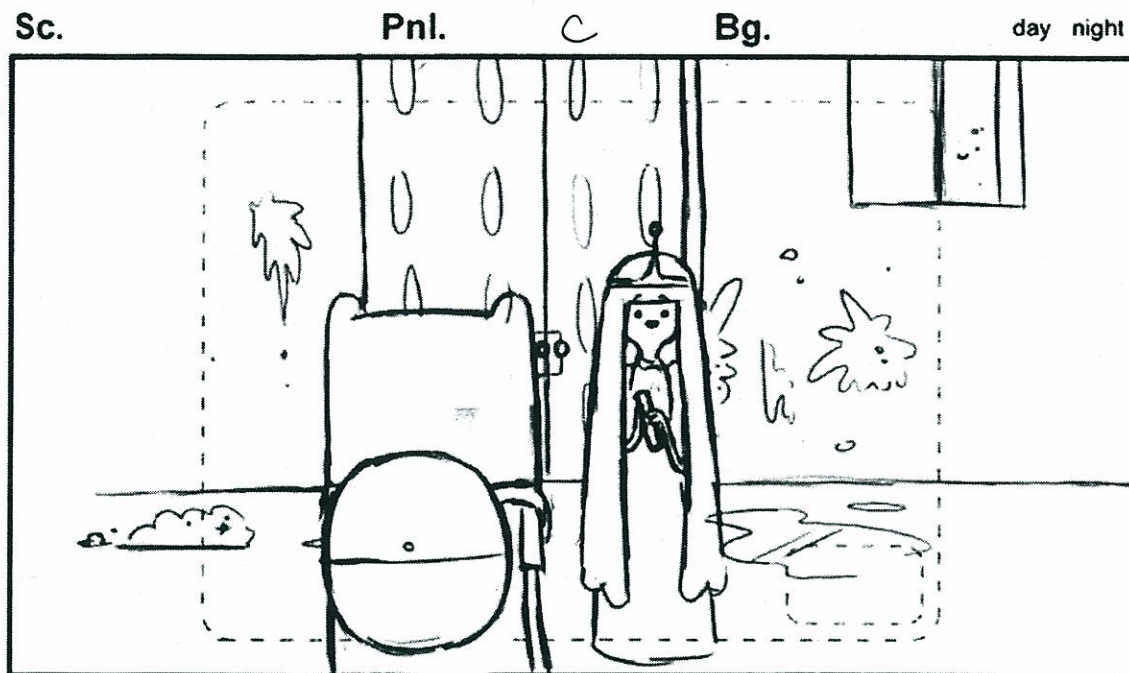


# ADVENTURE TIME



(NEXT PL. 226)

page 220



Dialog: PB: I've almost solved ~~that~~  
THAT "THING" WE  
TALKED ABOUT.

Finn: Awesome! and look what  
I did!

Action:

Timing:

385

386

692009

EPISODE #

Production :



(PREVIOUS Pg. 220)

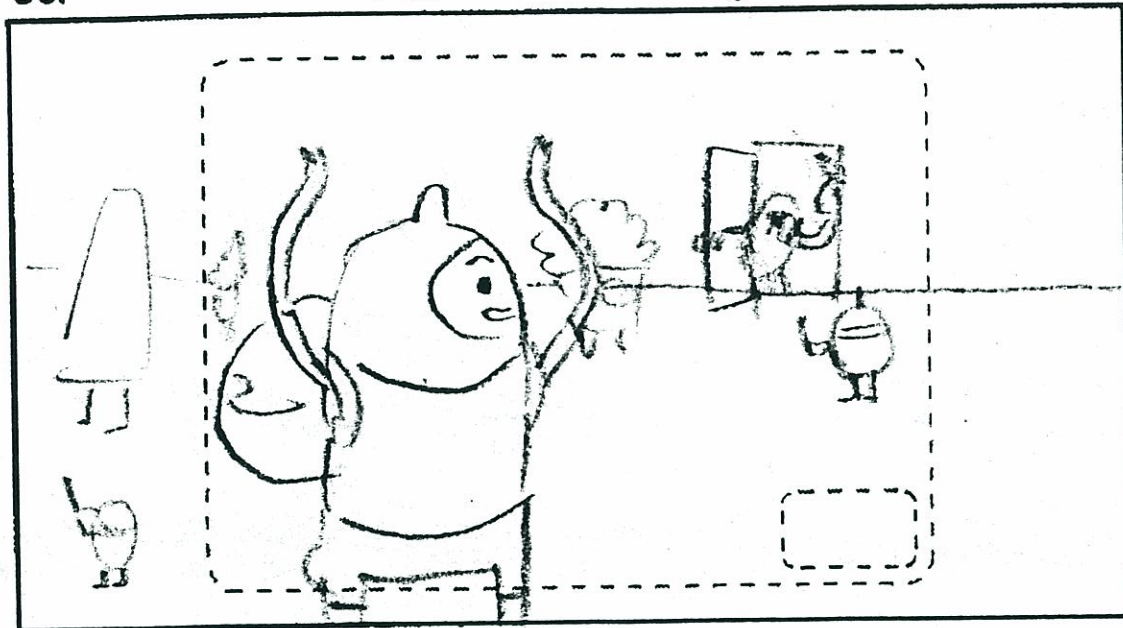
Page 226

Sc.

Pnl.

Dy.

day night

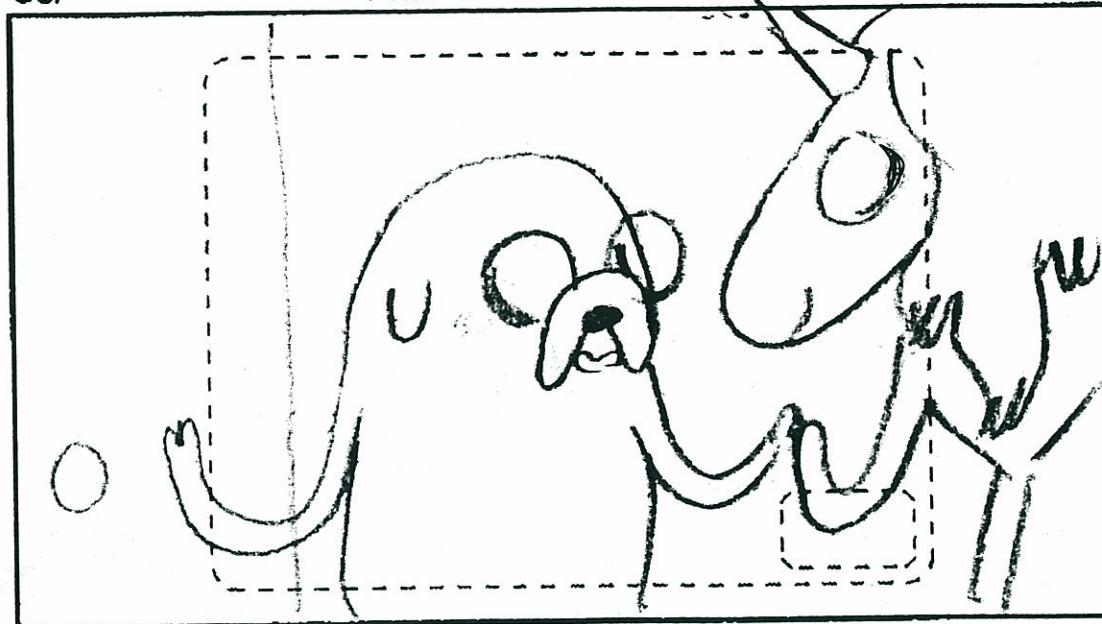


Sc.

Pnl.

Bg.

day night



Dialog:

A. (J) haha! quit it!

B. (R) \* don't tell me what to do \*

Action:

(J) seriously, get offa me.. I gotta go figure out Finn's sec-

Timing:

387

388

EPISODE 692009

Production





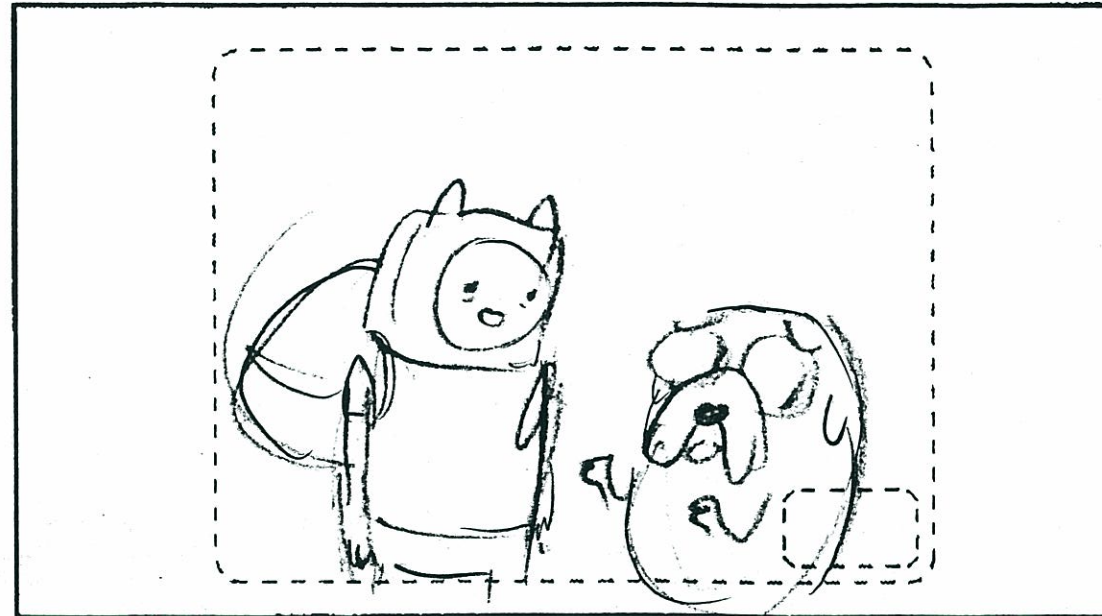
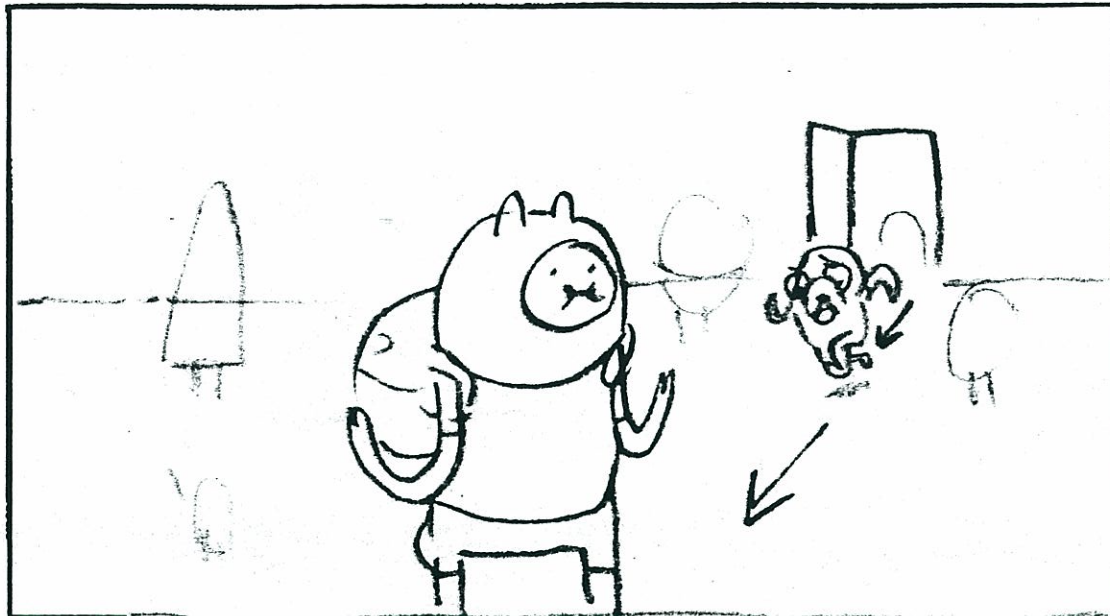
Sc.	Pnl.	dy.	vcg	enjin	Sc.	Pnl.	Bg.	day	night
Dialog:									
(J) -ret-						(J) -0000H!!			
Action:									
Timing:									
389						390			

EPISODE # 692009

Production :



Sc. Pnl. Pg. day night Sc. Pnl. Bg. day night



Dialog:

(J) Finn?! what the...  
(out of breath) what the  
nuts happened here?!

Action:

Timing:

391

(F:) oh... We killed  
all of the zombies that  
Princess Bubblegum and  
I raised from the dead.

392

EPISODE 692009

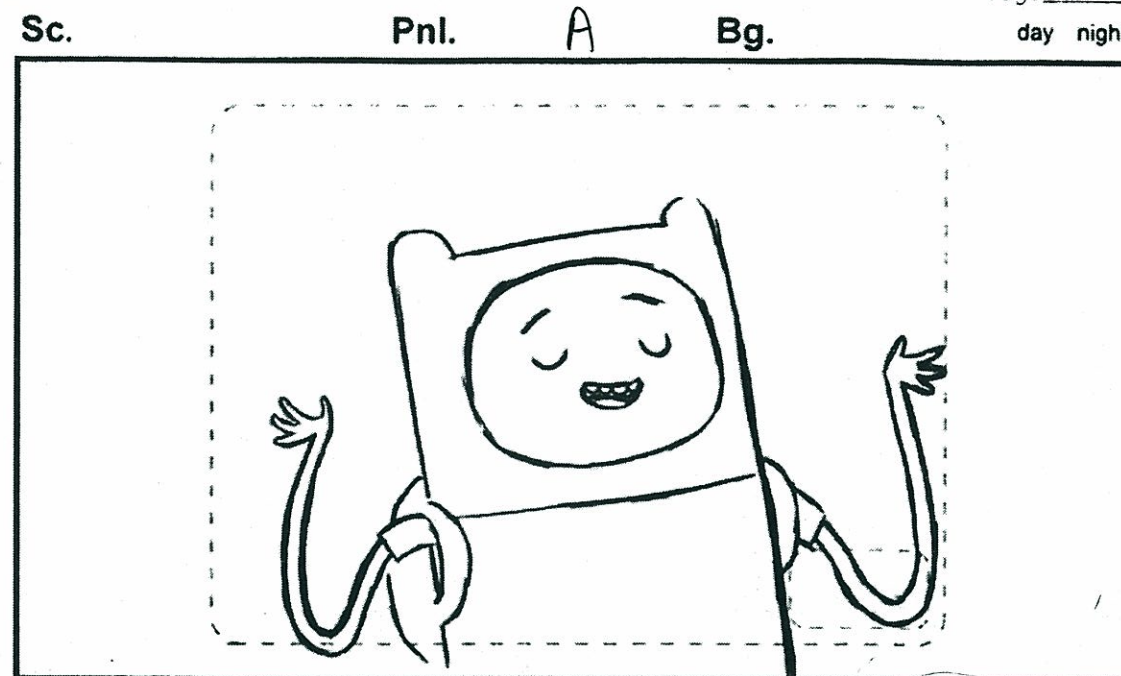
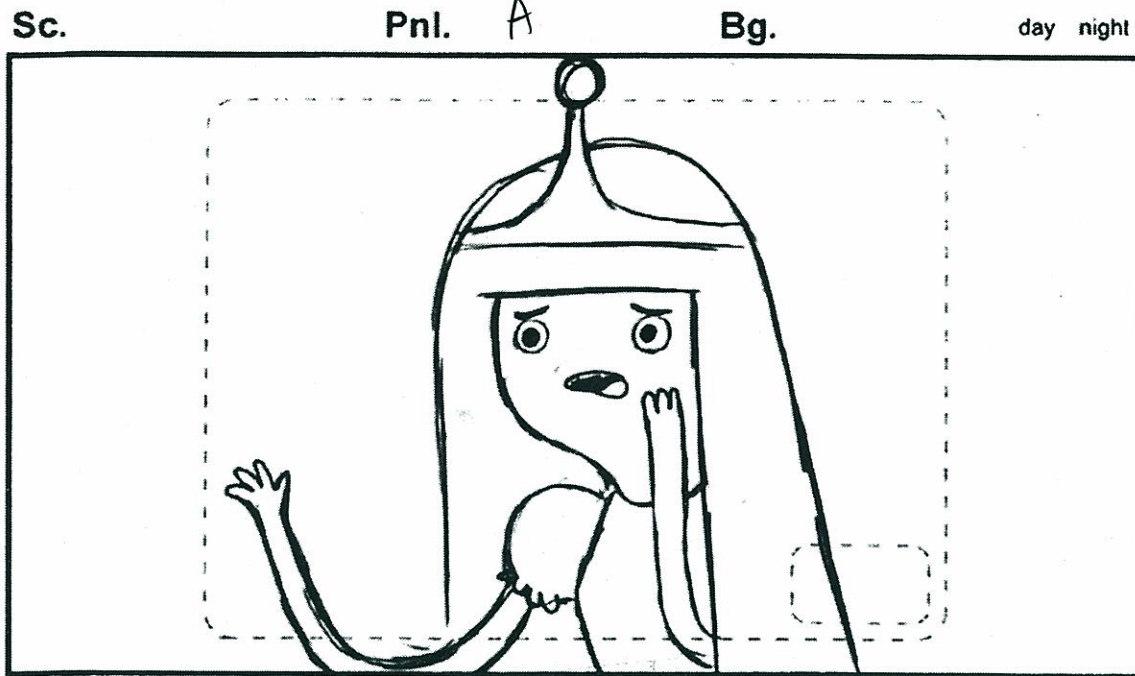
Production



# ADVENTURE TIME



Page 229  
day night




Dialog:

Action:

Timing:

(PB) Finn! No...  
you... you broke  
your Royal Promise!

393

(F) Aw.. whatever  
right?  I mean  
the zombies  
are defeated.. the candy  
people don't need to  
be afraid anymore.

BECAUSE

394

EPISODE # 692009

Production :

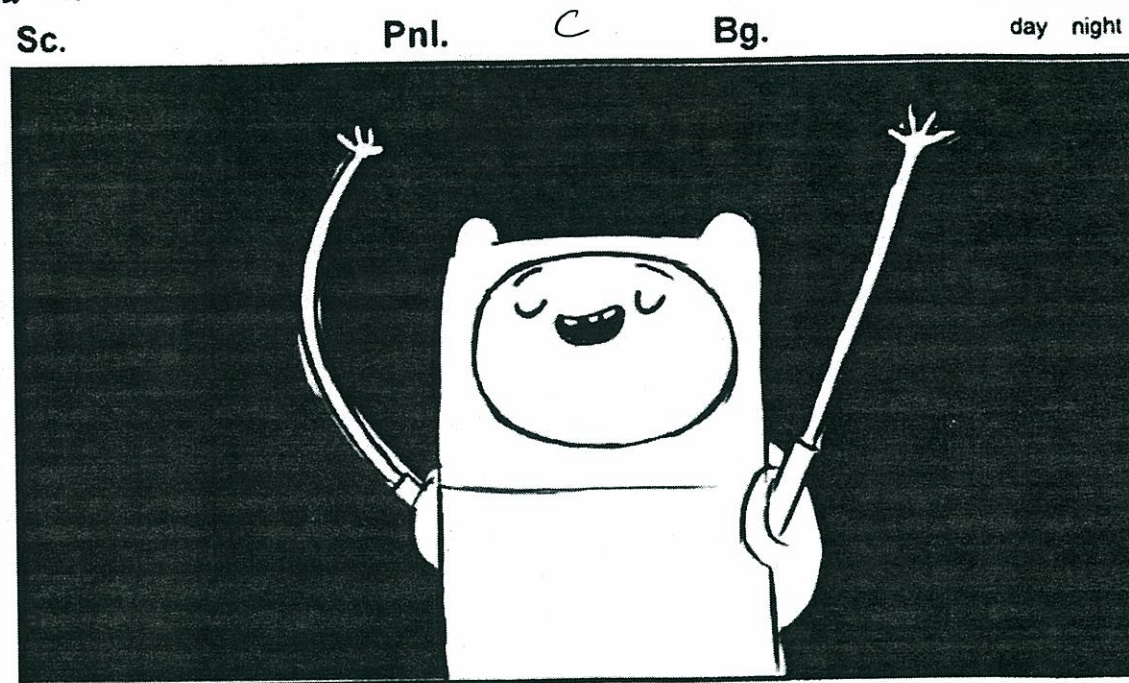
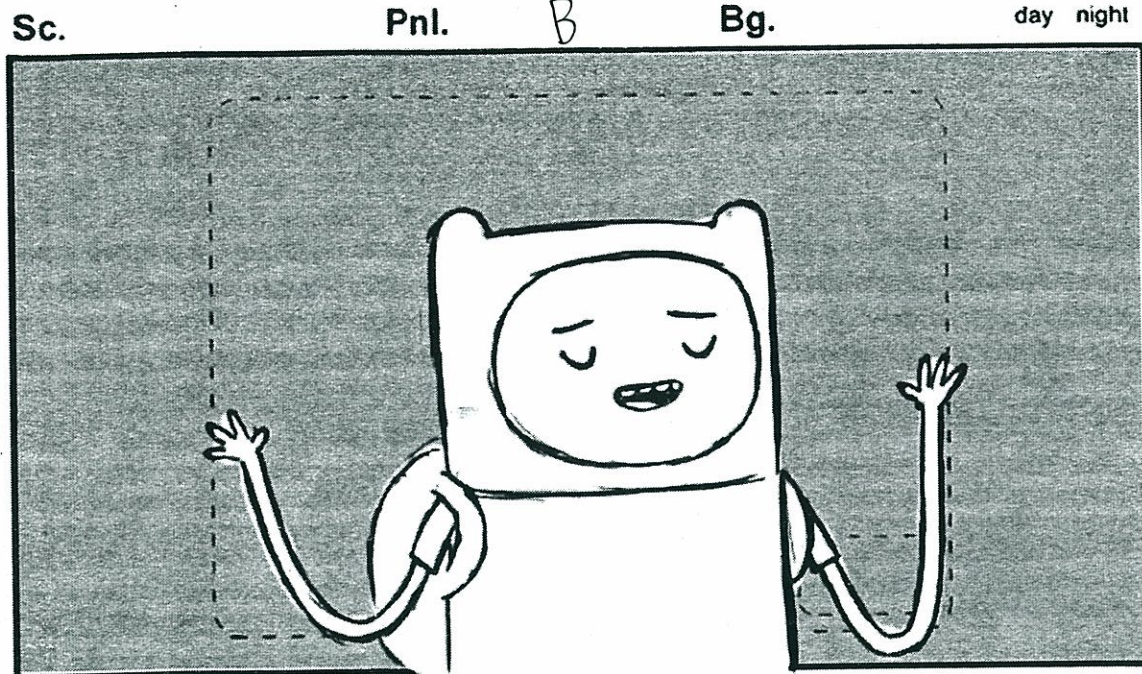


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# ADVENTURE TIME



Page 230



Dialog:

(F:) See.. Princess Bubblegum  
thought you'd all totally freak out..

Action:

Timing:

BUT YOU TOTALLY KICKED BUTT!  
so take off your blindfolds!!  
and behold the butts that thou hast smote.

395

396

EPISODE # 692009

Production :



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# ADVENTURE TIME



Page 231  
day night

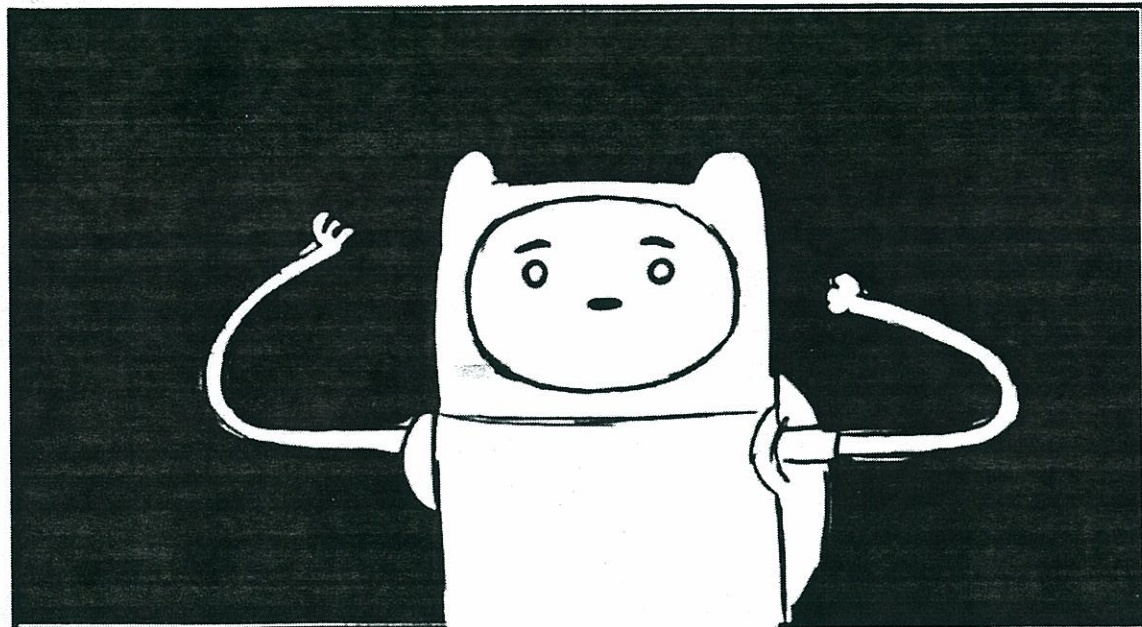
Sc.

Pnl.

D

Bg.

day night



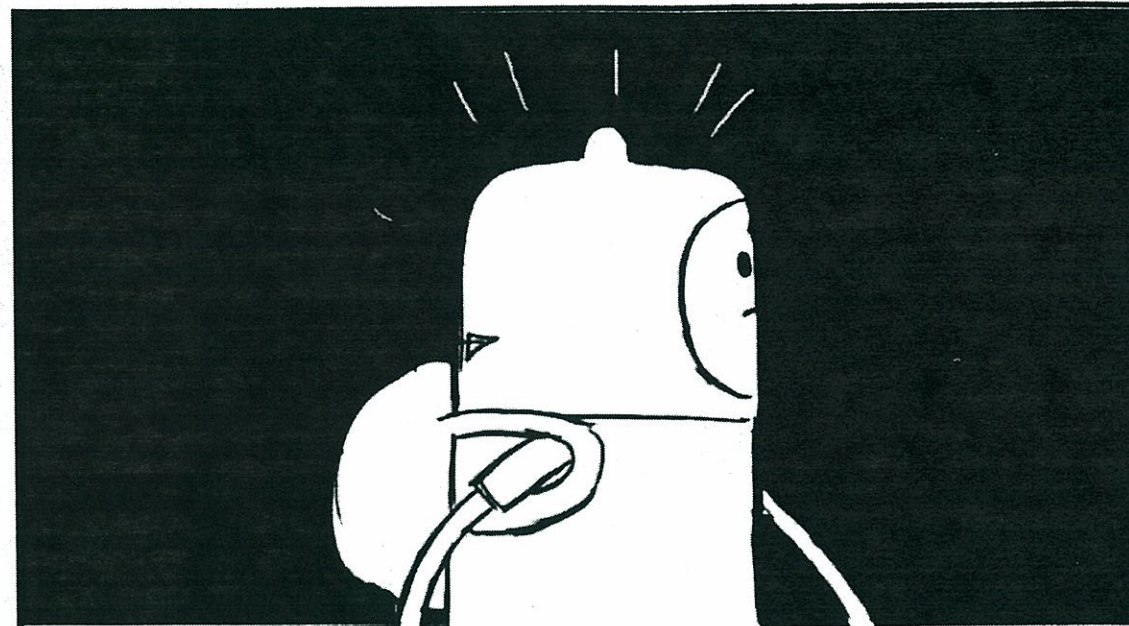
Sc.

Pnl.

E

Bg.

day night



Dialog:

HEY - WHAT THE...

Action:

Timing:

397

398

EPISODE # 692009

Production :



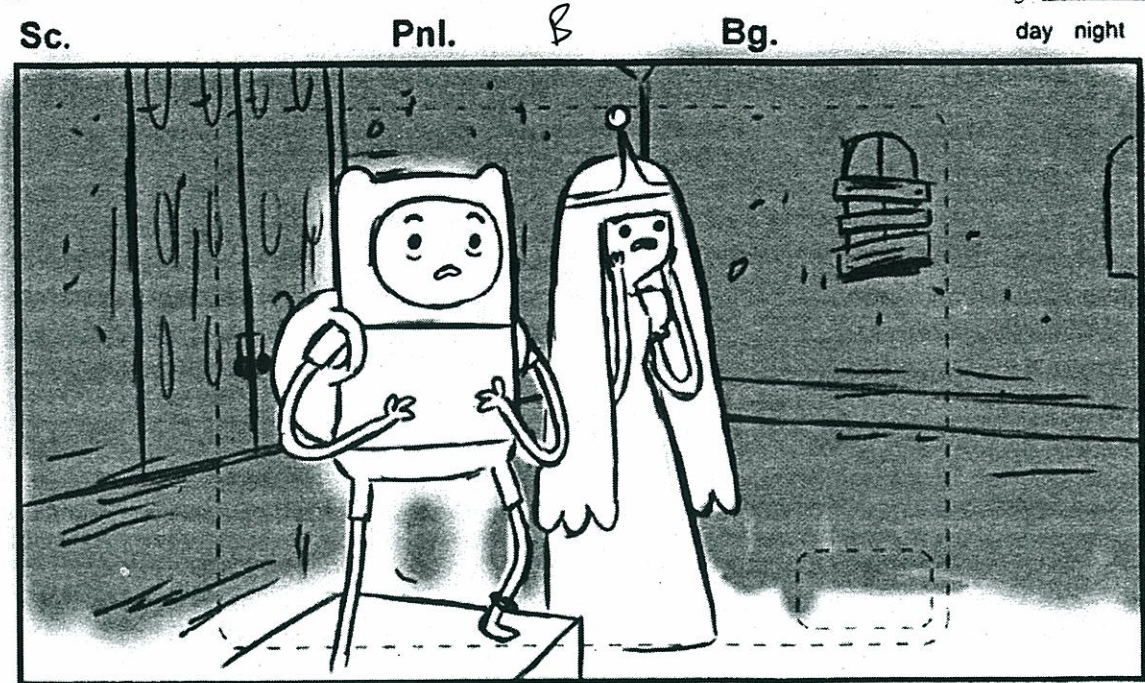
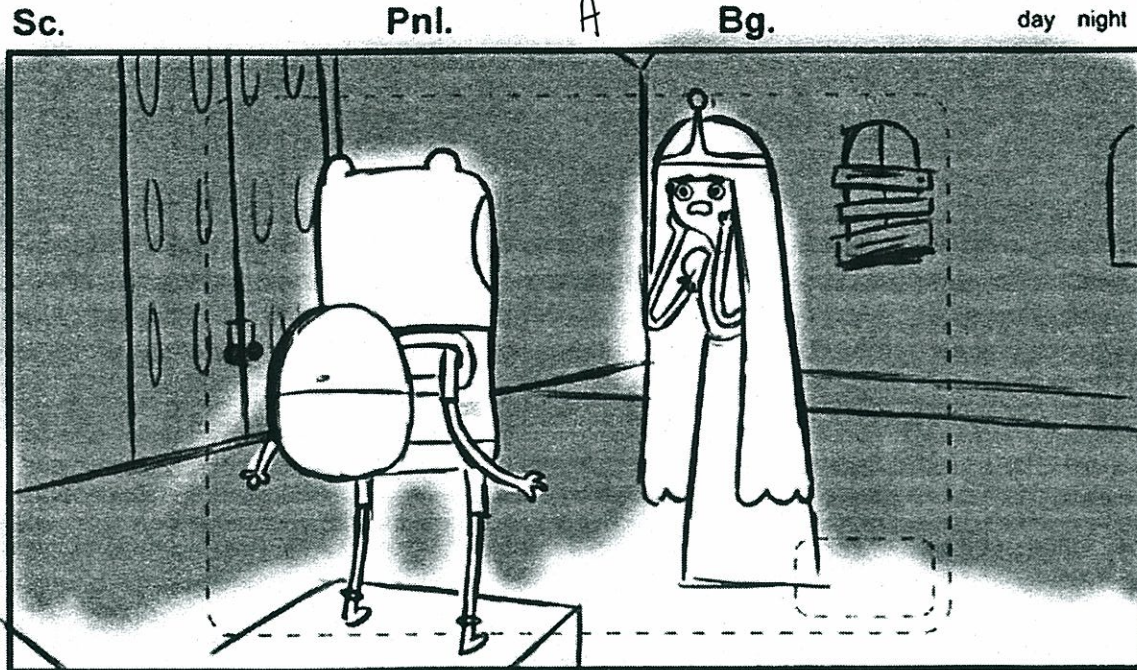
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# ADVENTURE TIME



(NEXT Pg. 235)

Page 232



Dialog:

P. BUBBLEGUM : HOOO MG! THIS IS  
REALLY REALLY BAD FINN!  
You can't brake Royal promises! Never Ever Never!

(F) what's the point?

Action:

Timing:

399

400

EPISODE # 692009

Production :



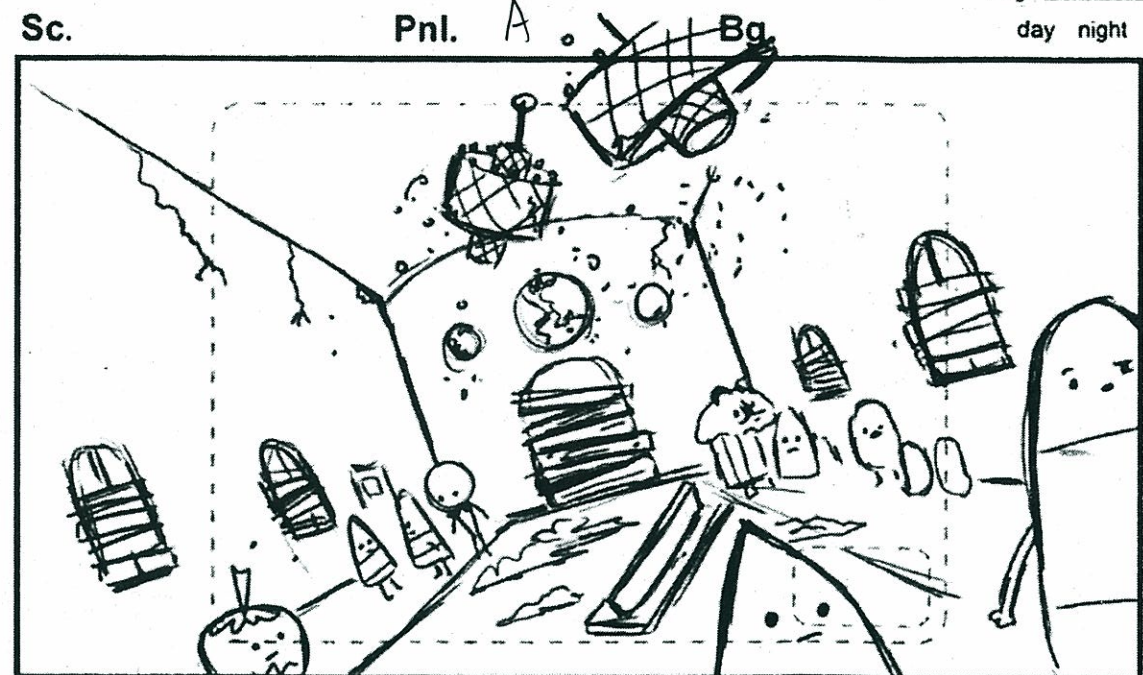
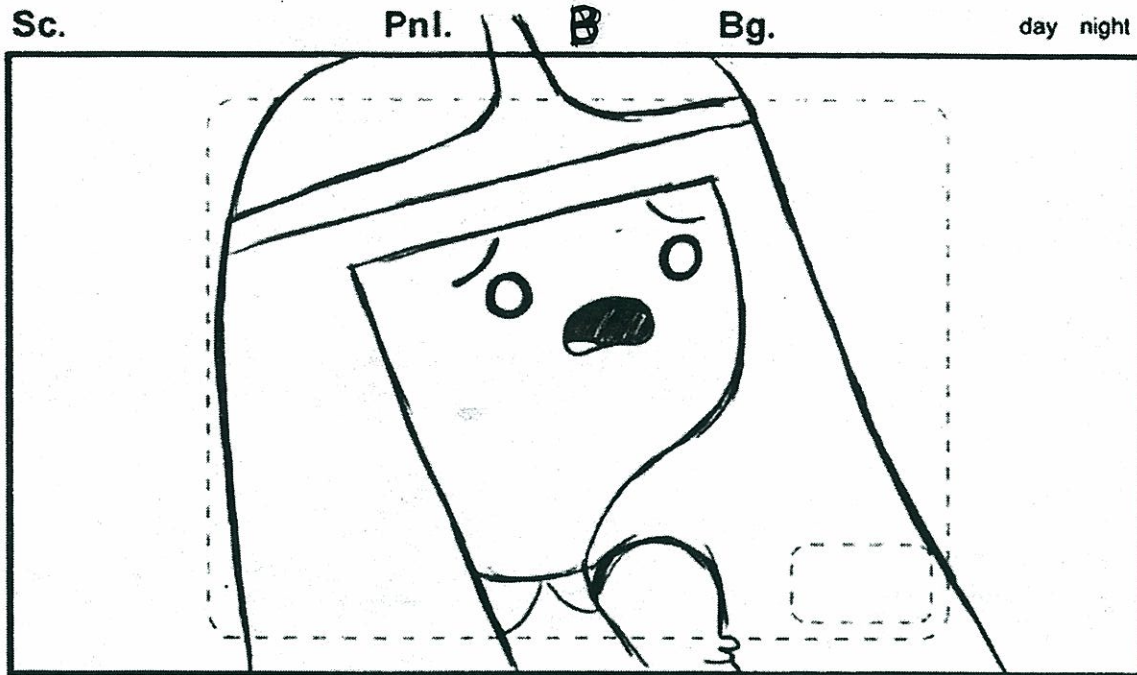
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# ADVENTURE TIME



(PREVIOUS Pg. 232)

Page 235  
day night



Dialog:

(PAUSE)

SCARED  
WHISPER

The council is ALREADY  
coming for us.

Action:

ALT: the guardians of the  
Royal Promise are coming  
for us!

Timing:

401

402

EPISODE # 692009

Production :

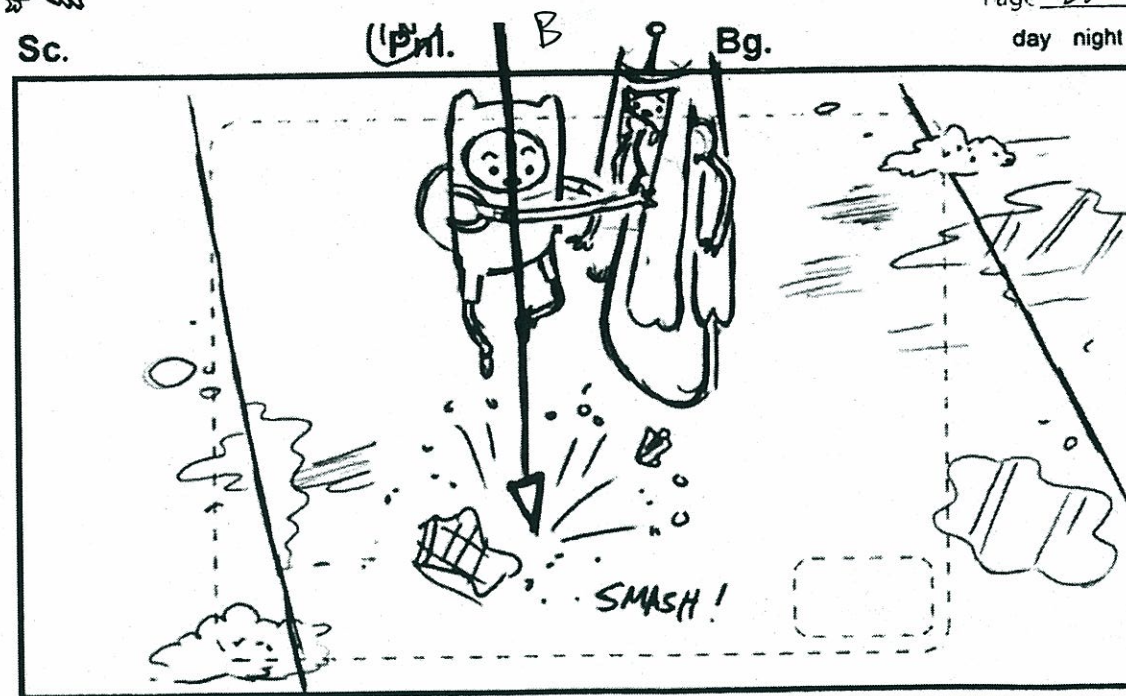
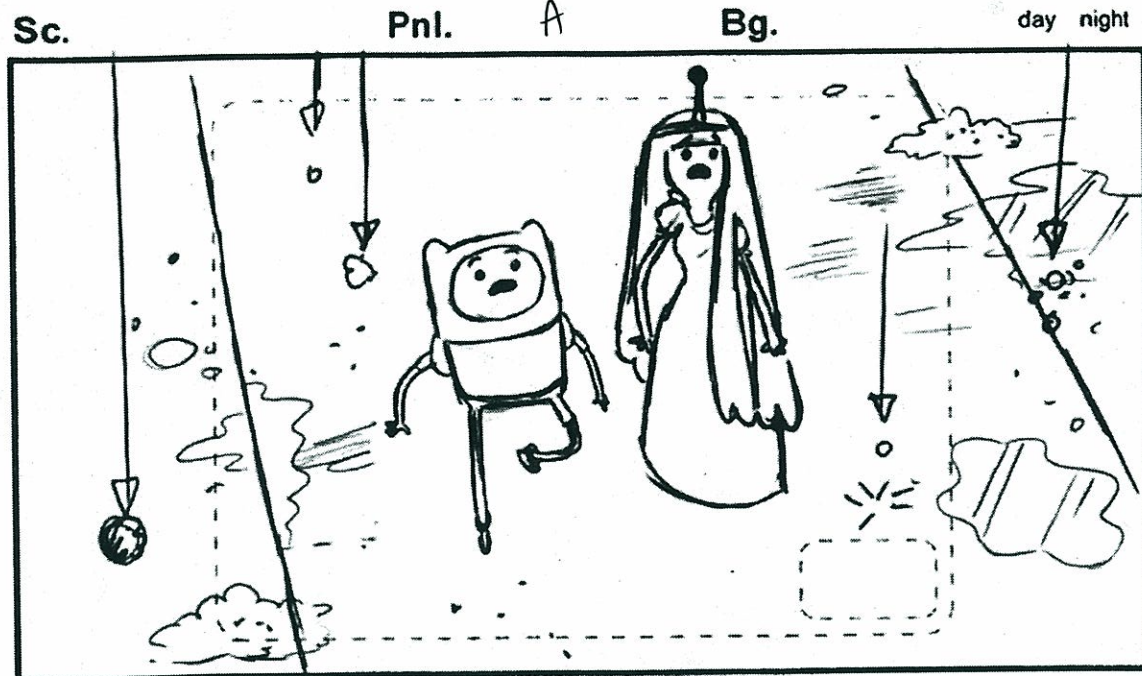


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# ADVENTURE TIME



Page 236



Dialog:

Action:

Timing:

403

404

EPISODE # 692009

Production :

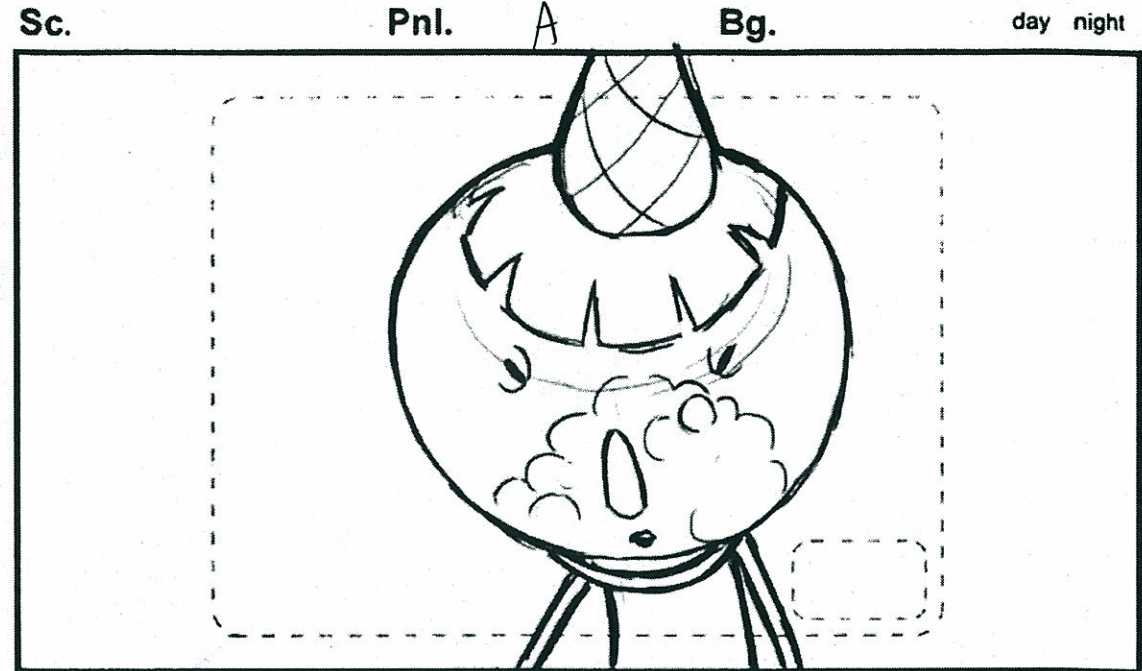
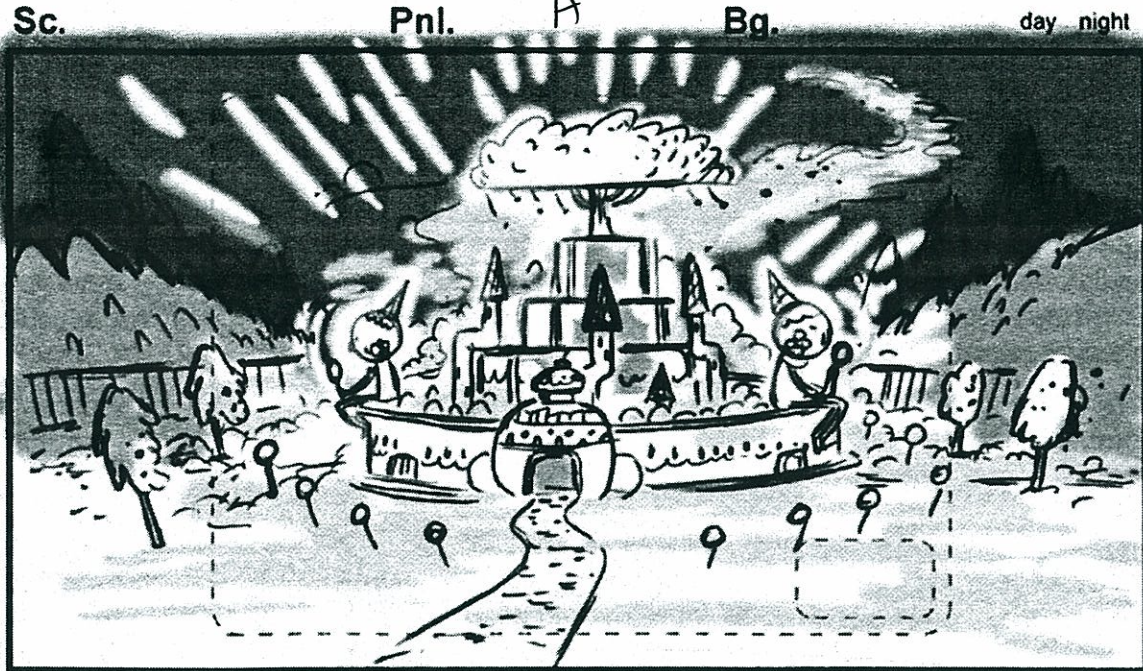


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# ADVENTURE TIME



Page 237



Dialog:

Action:

Timing:

405

406

EPISODE # 692009

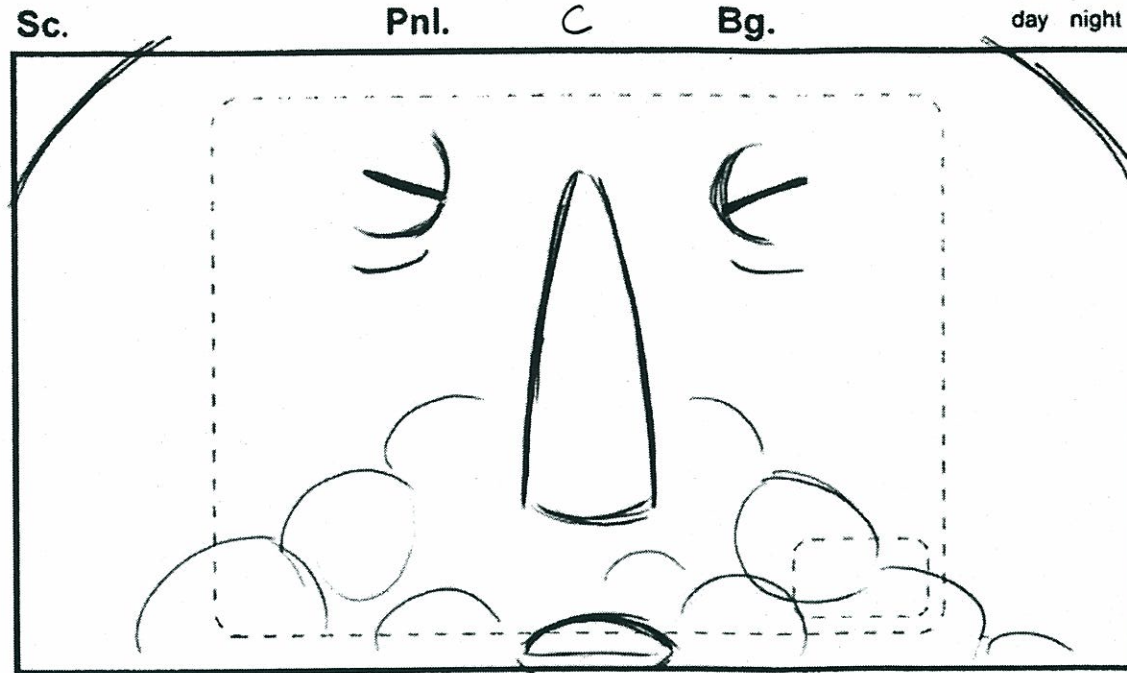
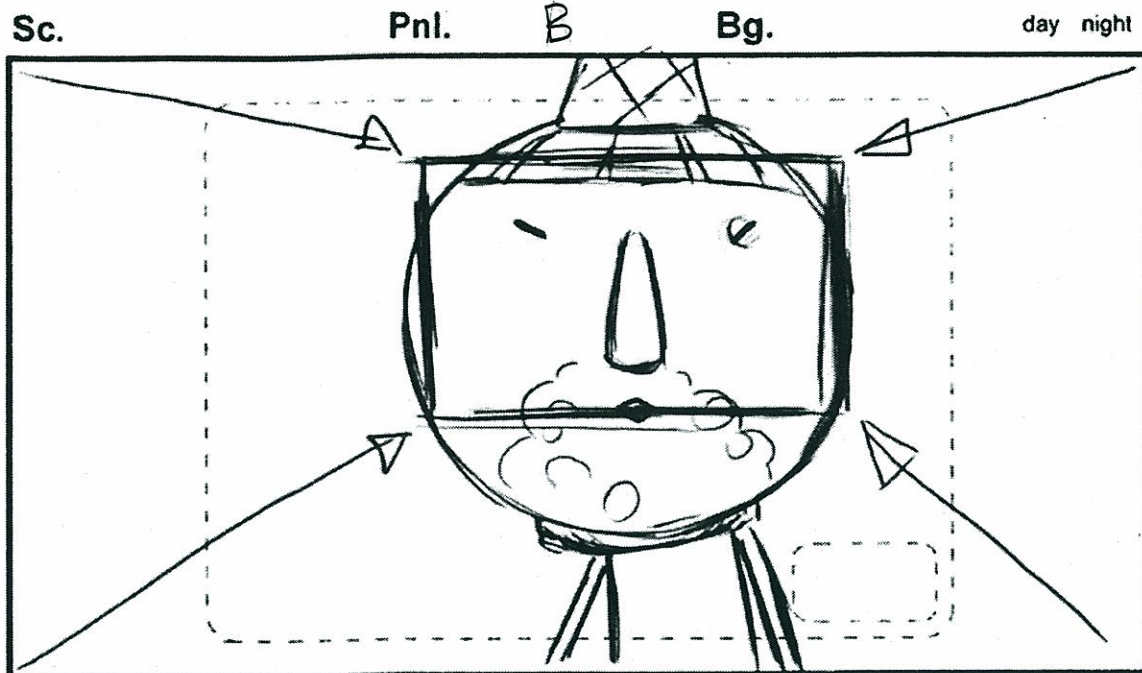
Production :



# ADVENTURE TIME



Page 238



Dialog:
Action:
Timing:

407

408

EPISODE # 692009

Production :

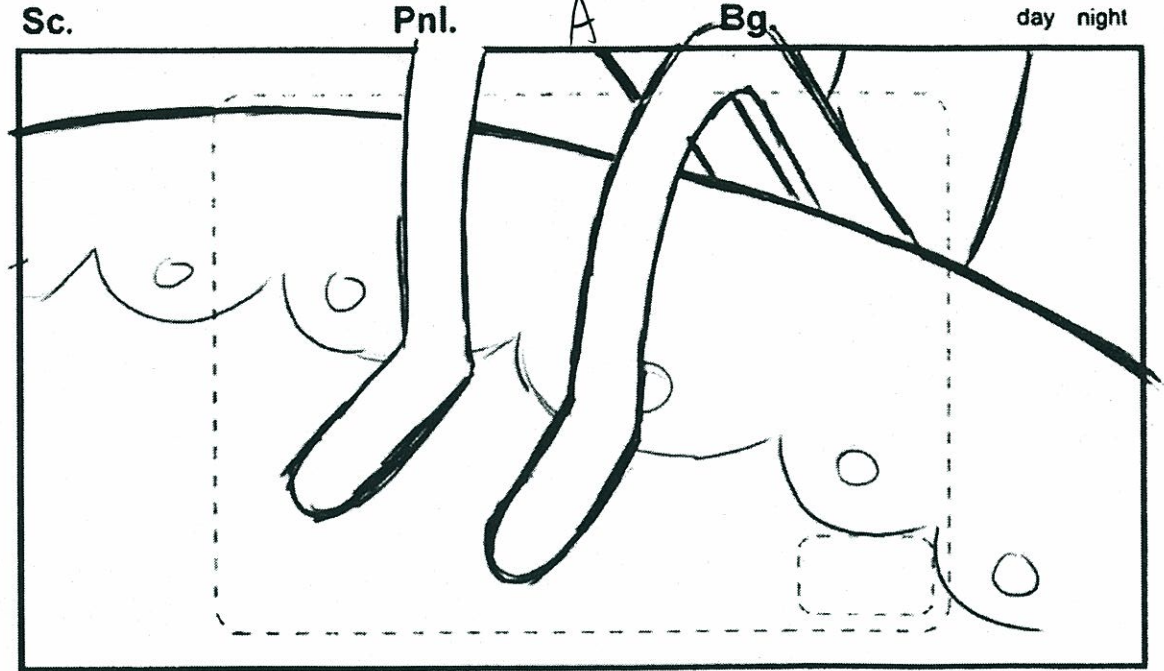
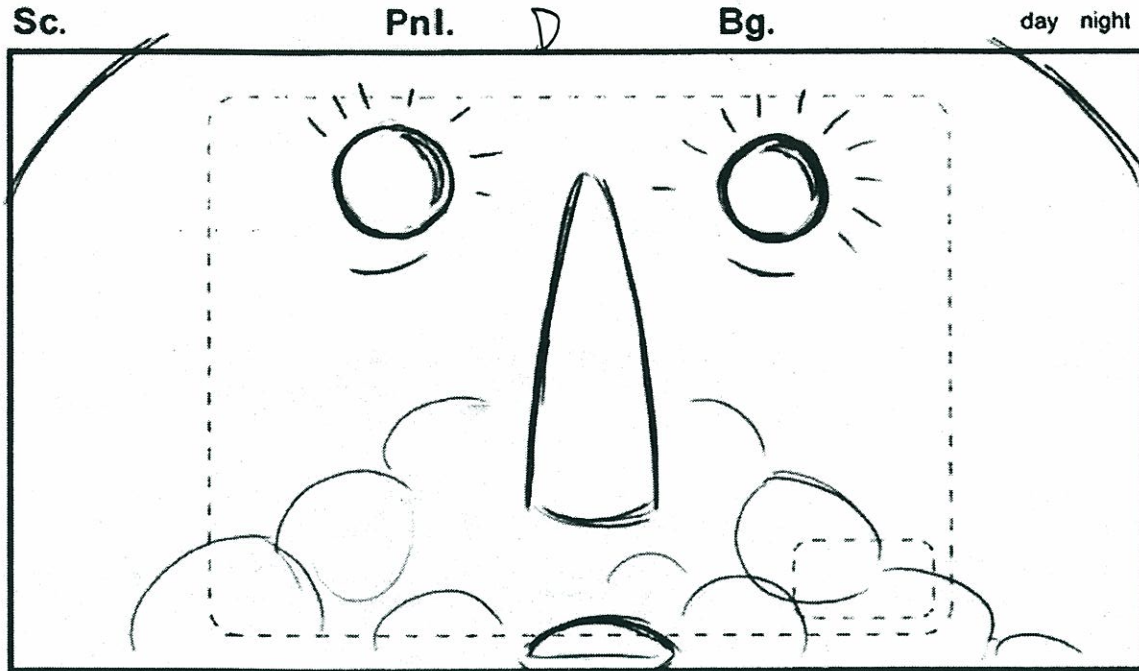


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# ADVENTURE TIME



Page 239



Dialog:

Action:

Timing:

409

410

EPISODE # 692009

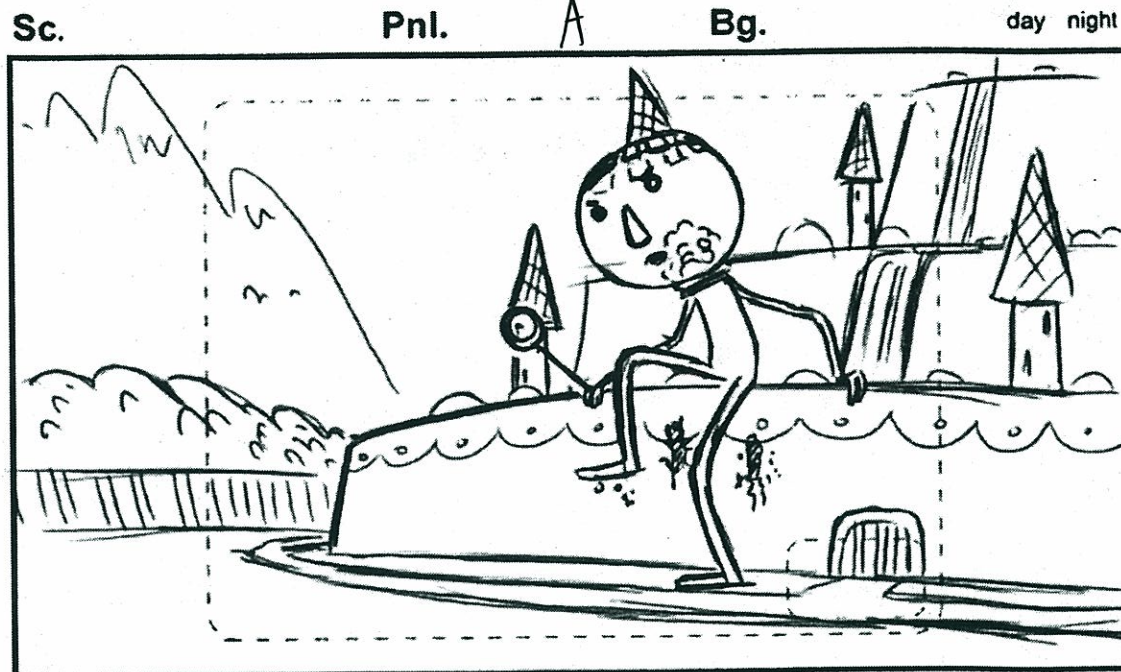
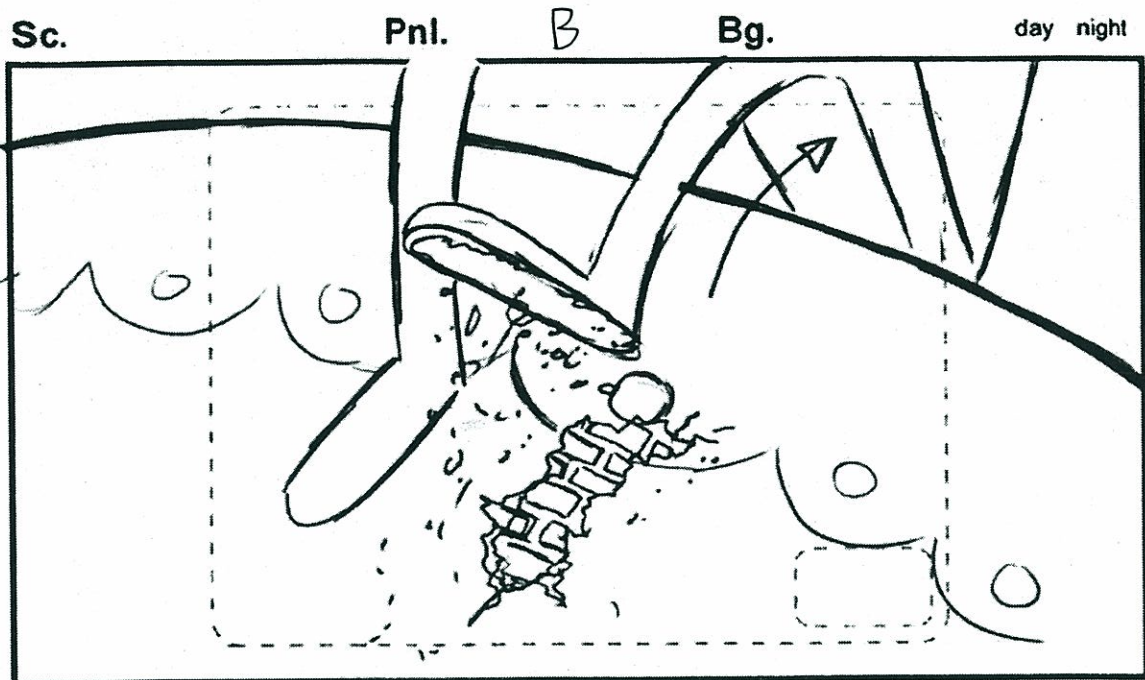
Production :

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# ADVENTURE TIME



Page 240



Dialog:

Action:

Timing:

411

412

EPISODE # 692009

Production :

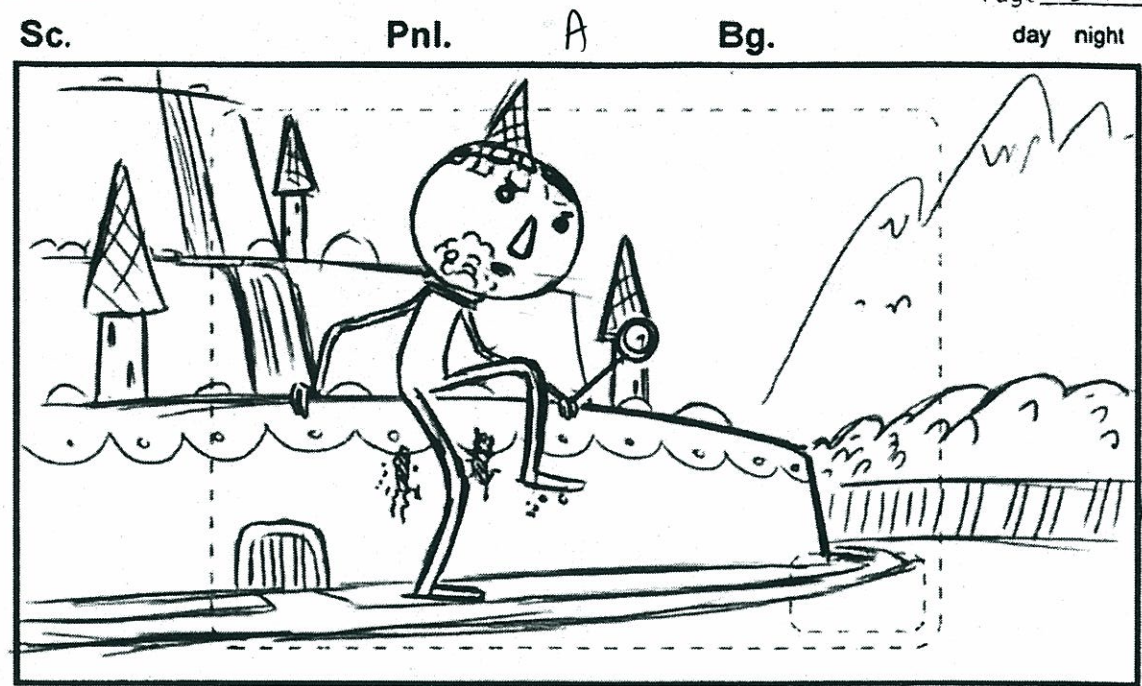
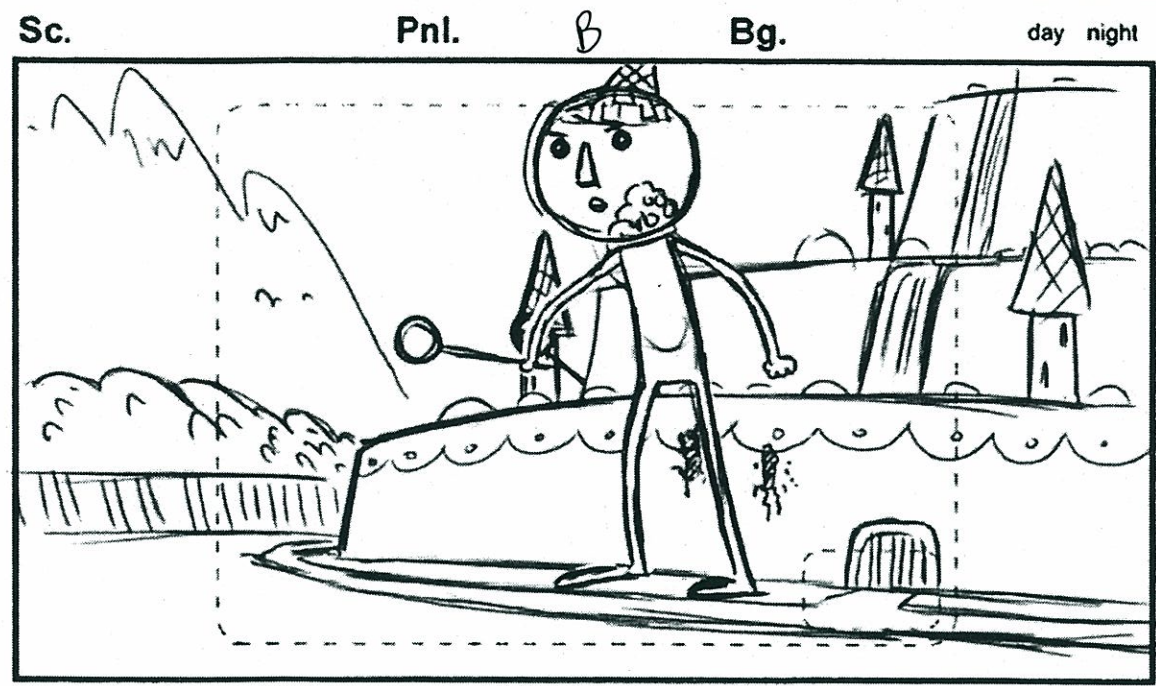


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# ADVENTURE TIME



Page 241



Dialog:
Action:
Timing:

413

414

EPISODE # 692009

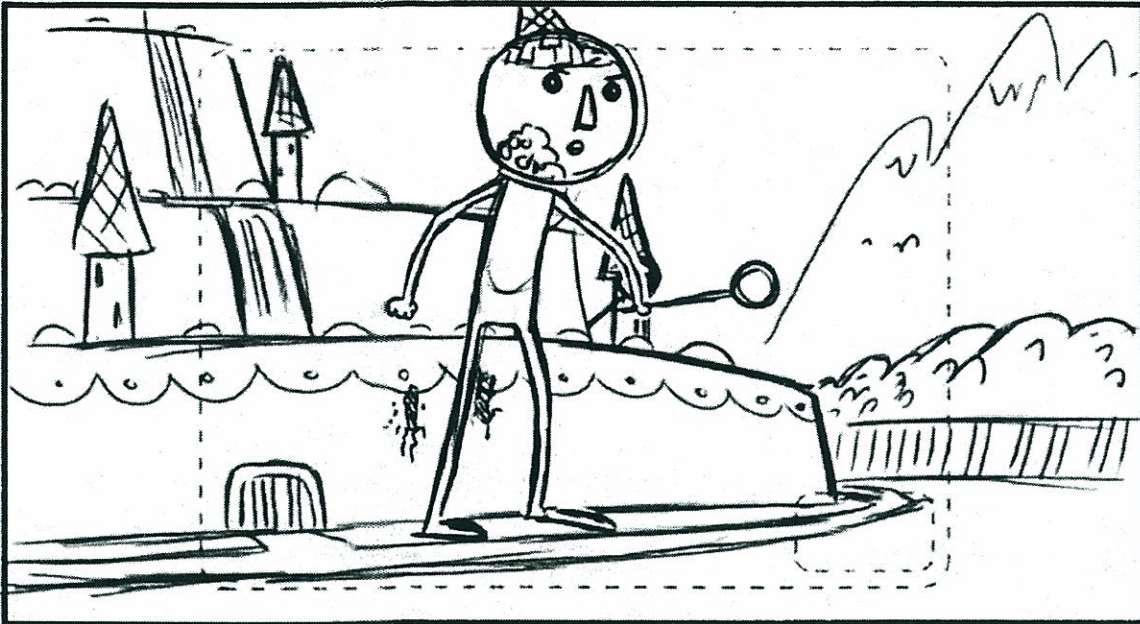
Production :

# ADVENTURE TIME



Page 242

Sc. Pnl. B Bg. day night



Dialog:

Action:

Timing:

415

416

EPISODE # 692009

Production :

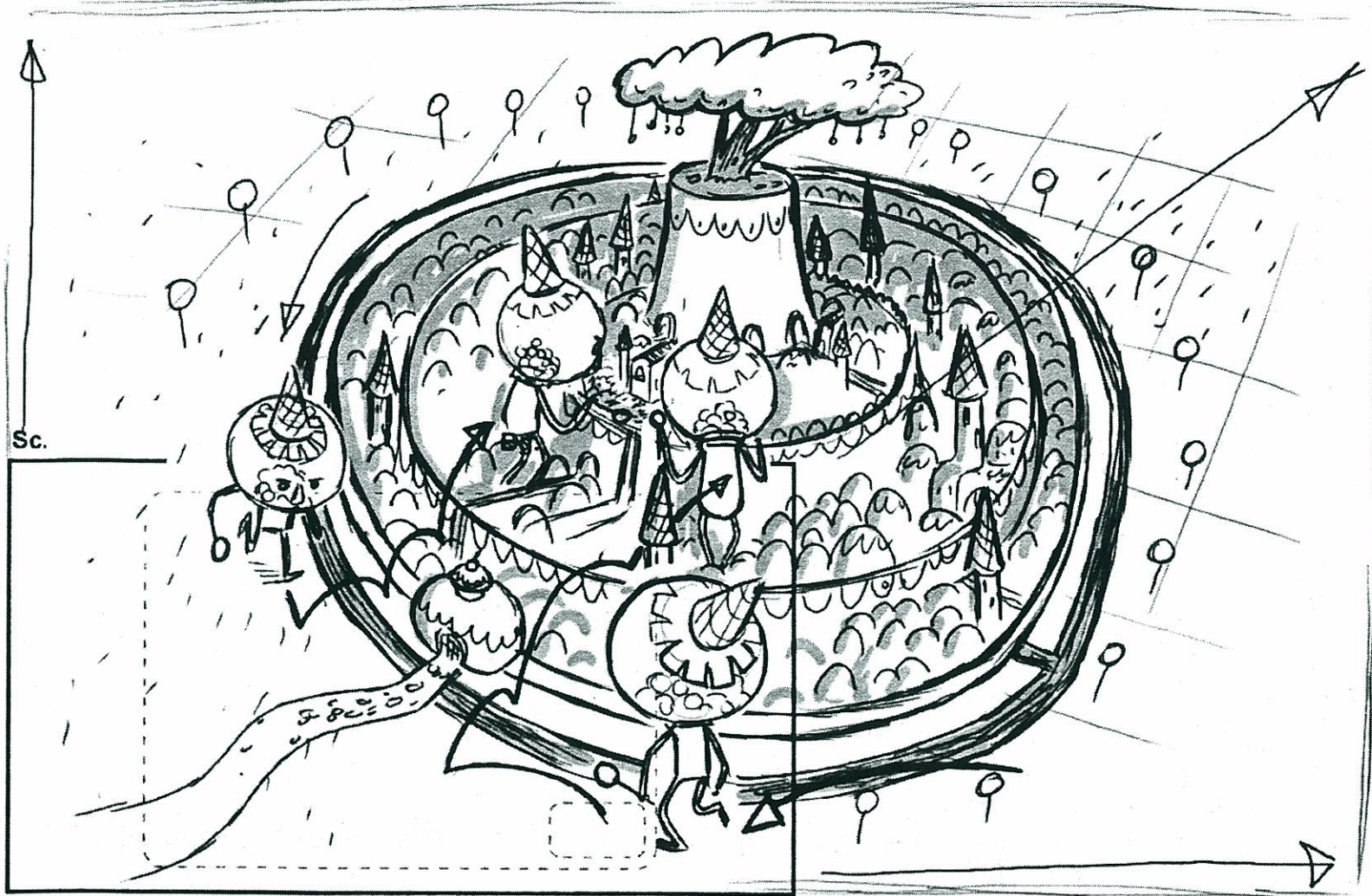


# ADVENTURE TIME



Page 243

Sc. Pnl. A



417

418

EPISODE # 692009

Production :

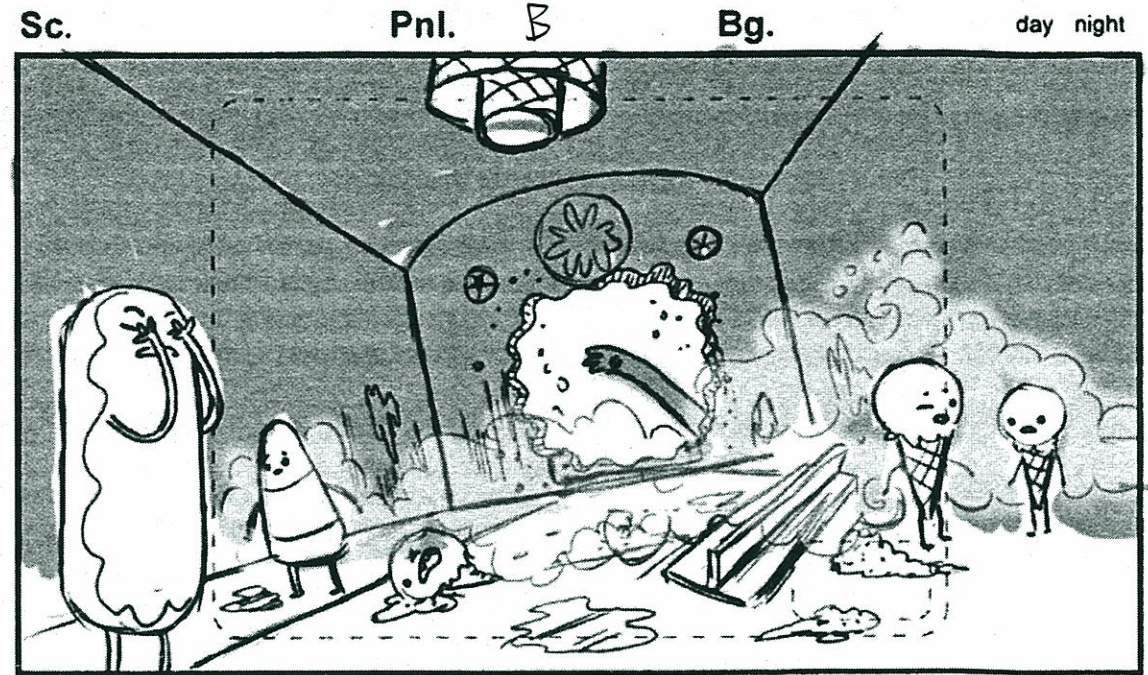
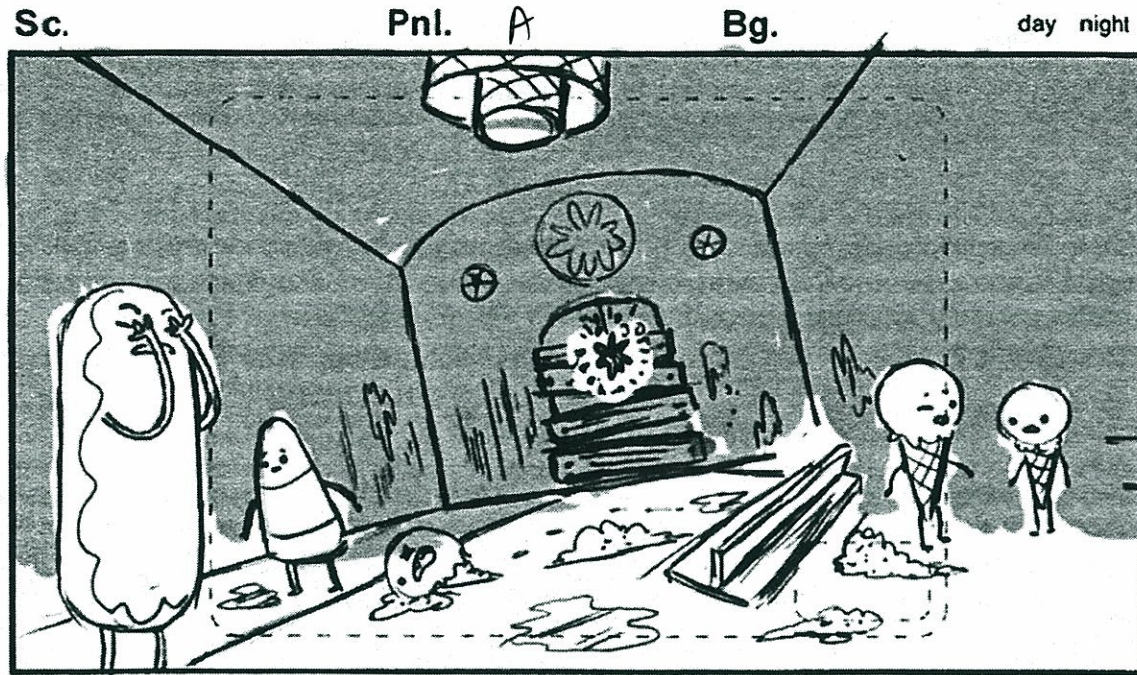


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# ADVENTURE TIME



Page 244



Dialog:

Action:

Timing:

419

420

EPISODE # 692009

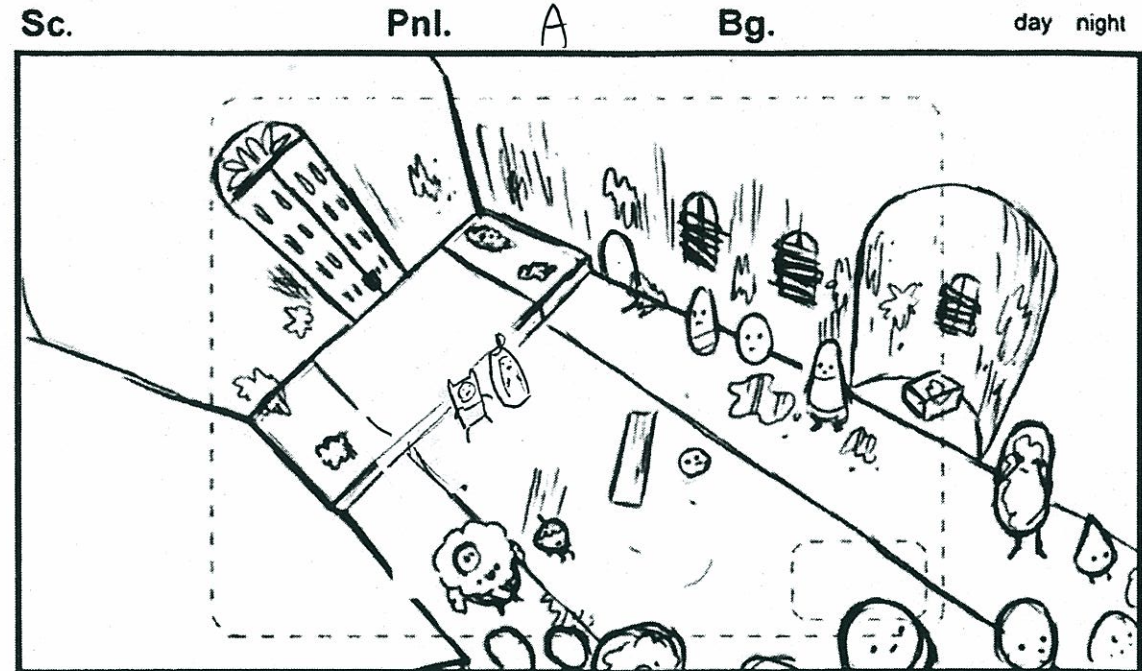
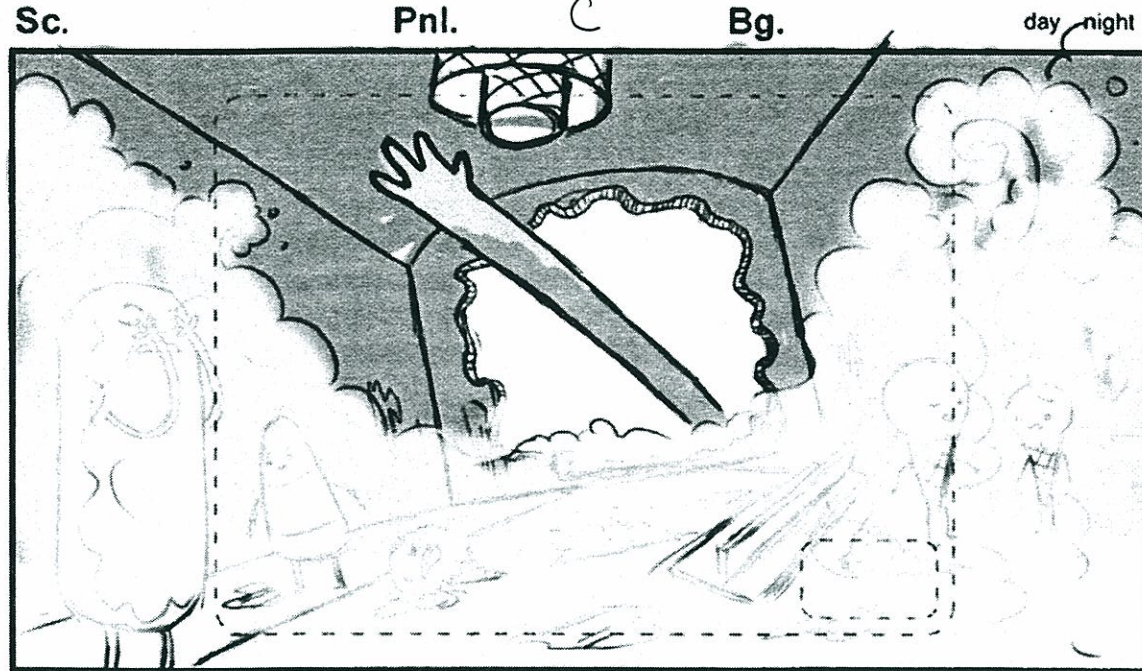
Production #



# ADVENTURE TIME



Page 245



Dialog:

Action:

Timing:

421

422

692009

EPISODE #

Production :

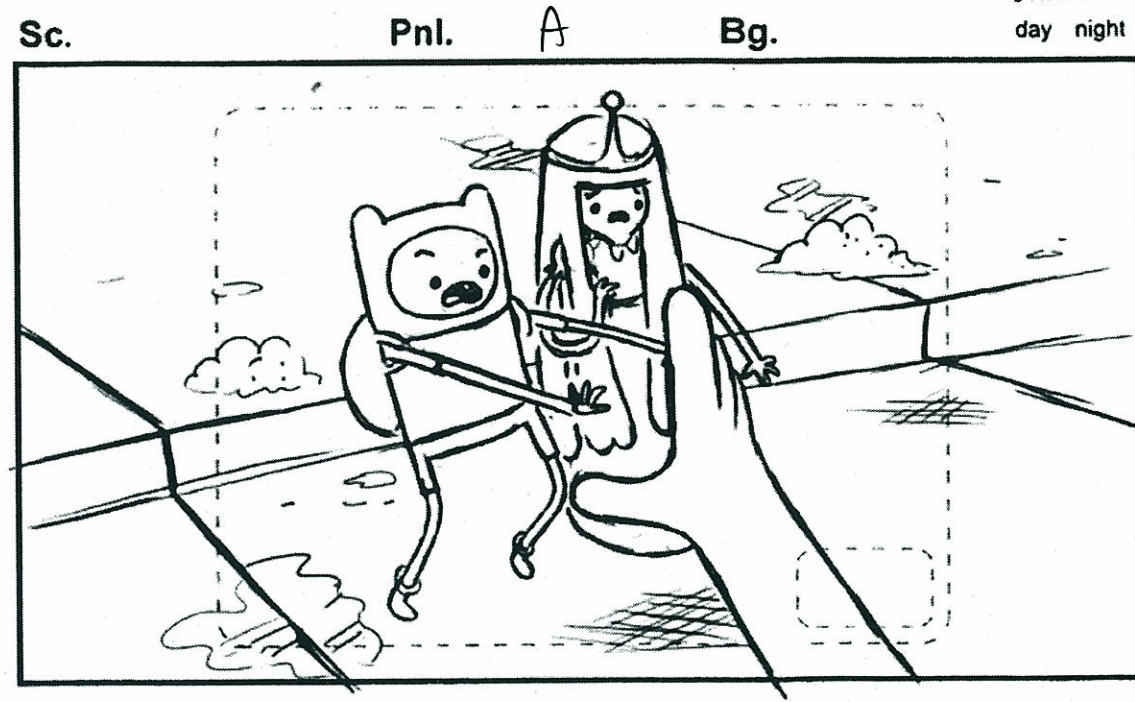
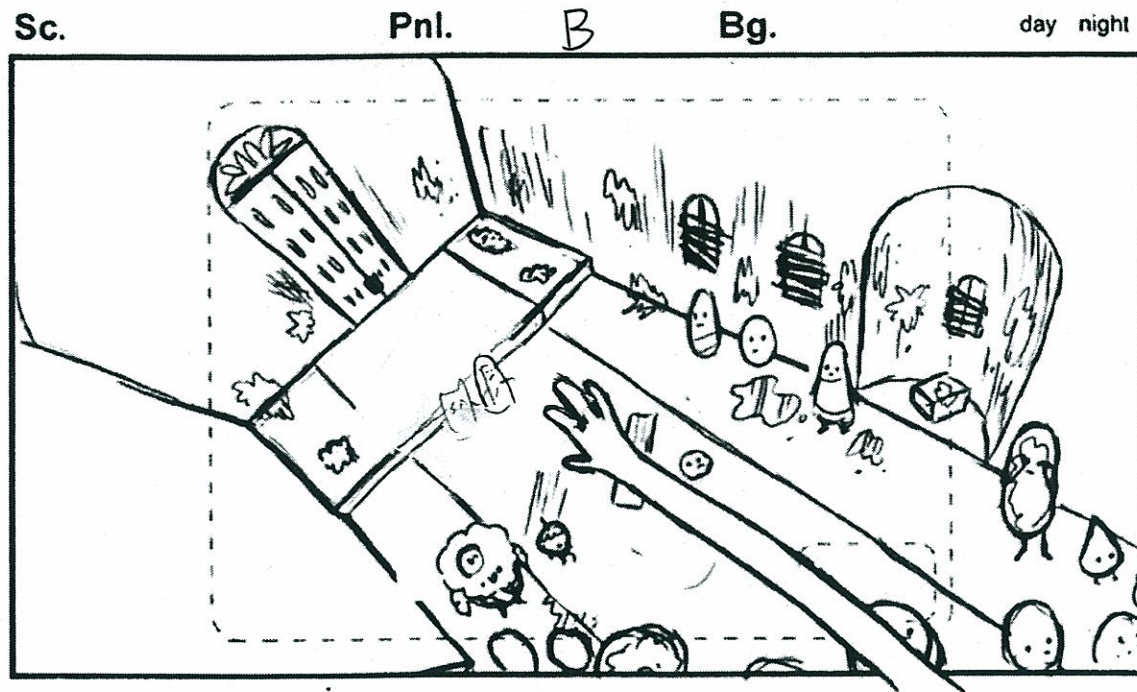


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# ADVENTURE TIME



Page 246



Dialog:
Action:
Timing:

423 424

EPISODE # 692009

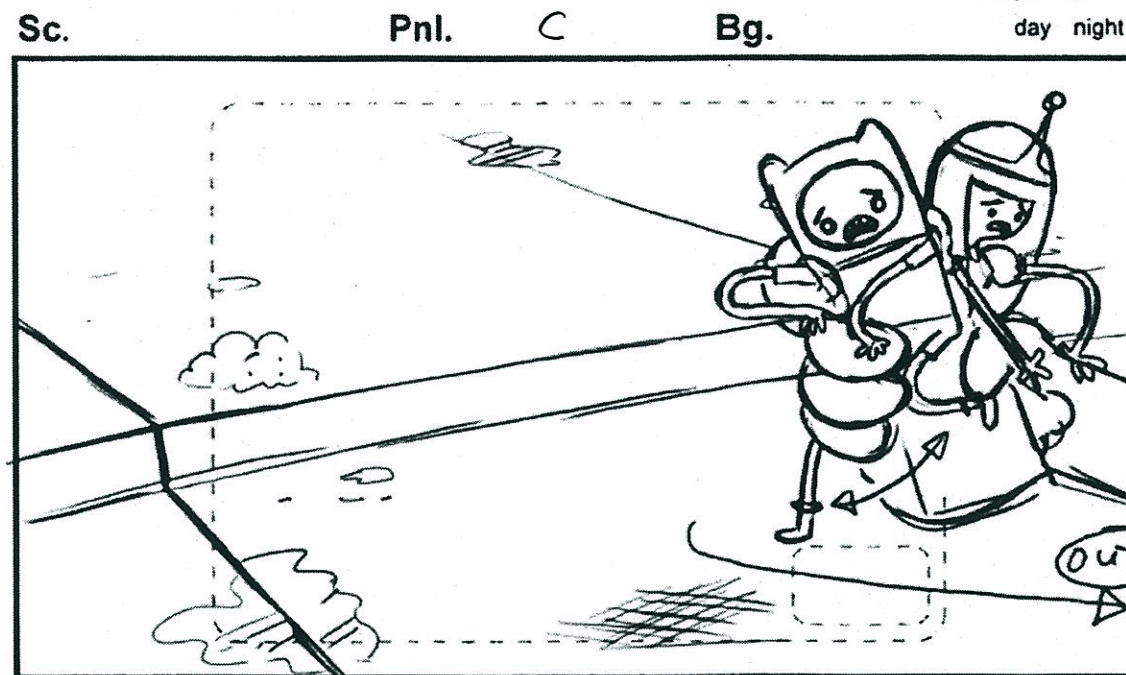
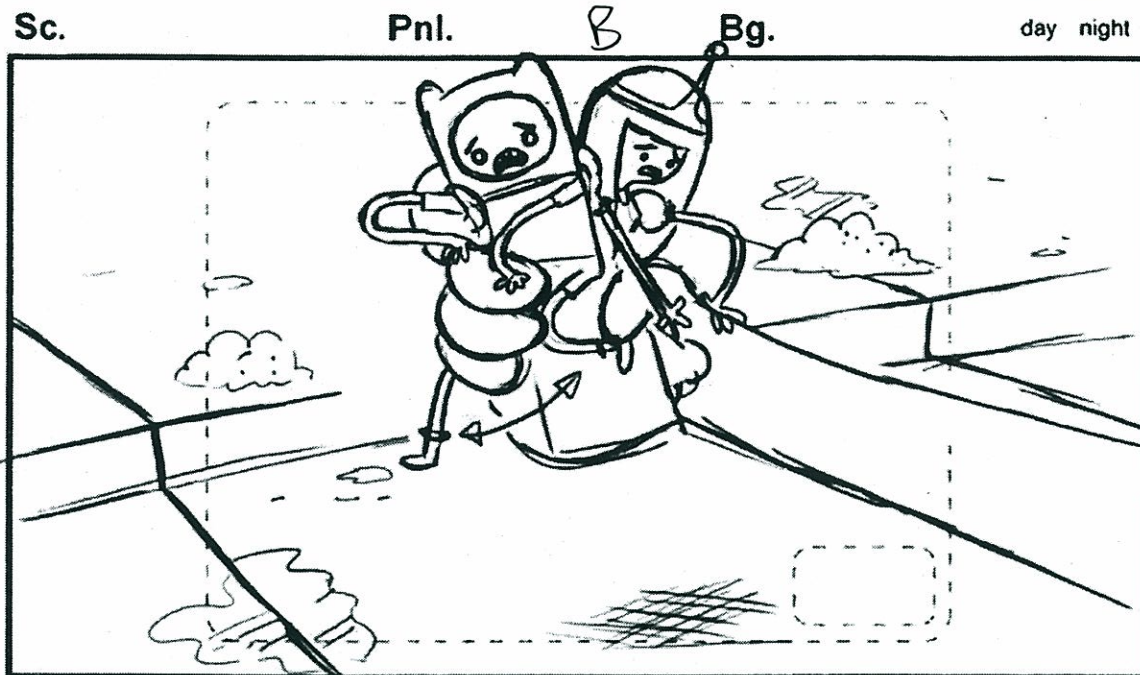
Production :



# ADVENTURE TIME



Page 247



Dialog:

Action:

Timing:

425

426

692009

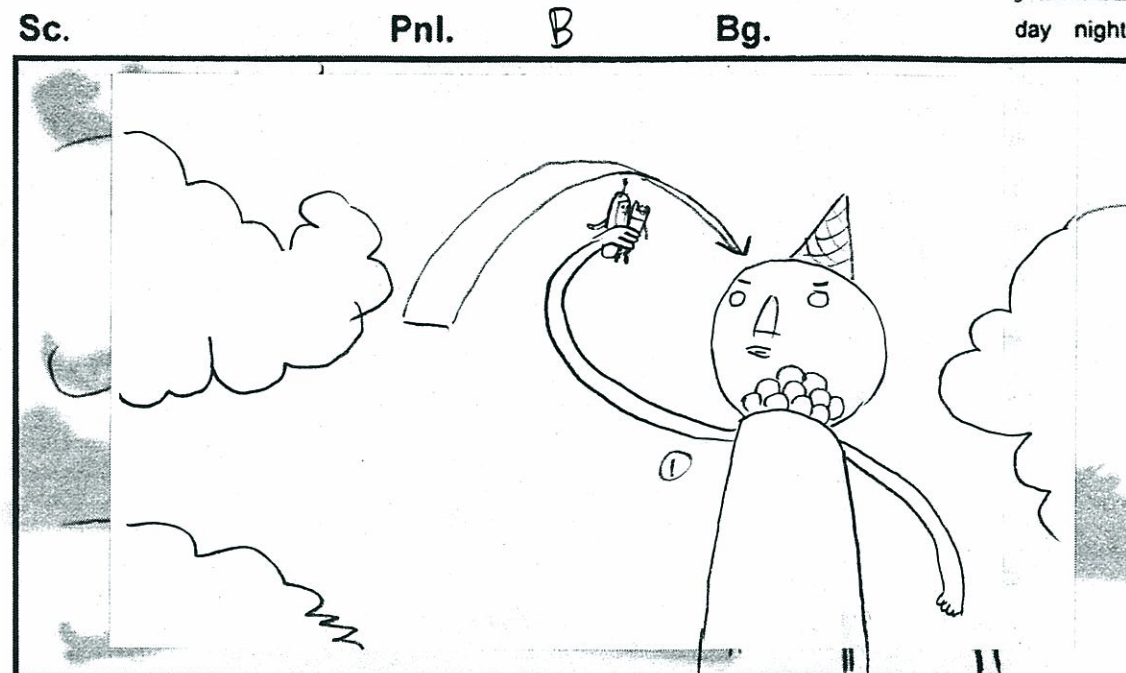
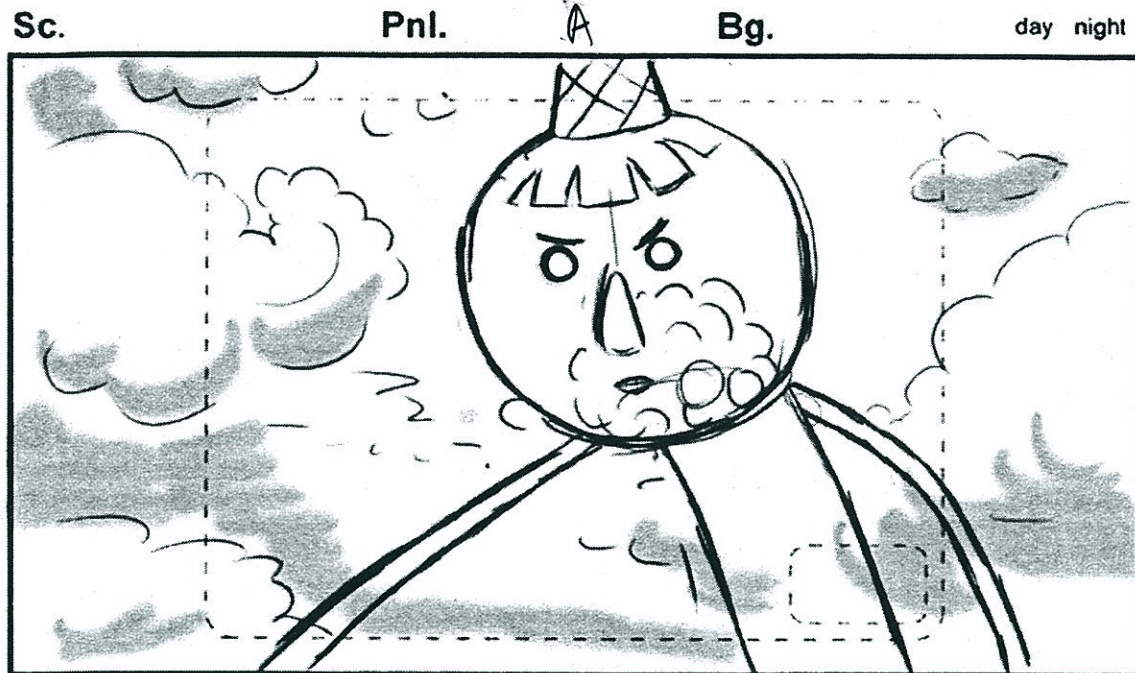
EPISODE #

Production :

# ADVENTURE TIME



Page 248

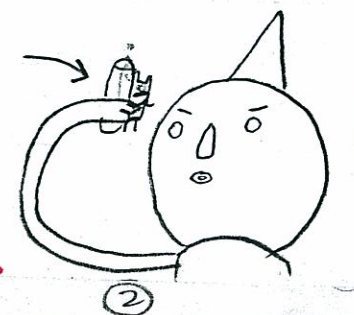


Dialog:

Action:

Timing:

Gumball Machine 1  
leans back into shot.  
Holds Princess & Finn close to face.



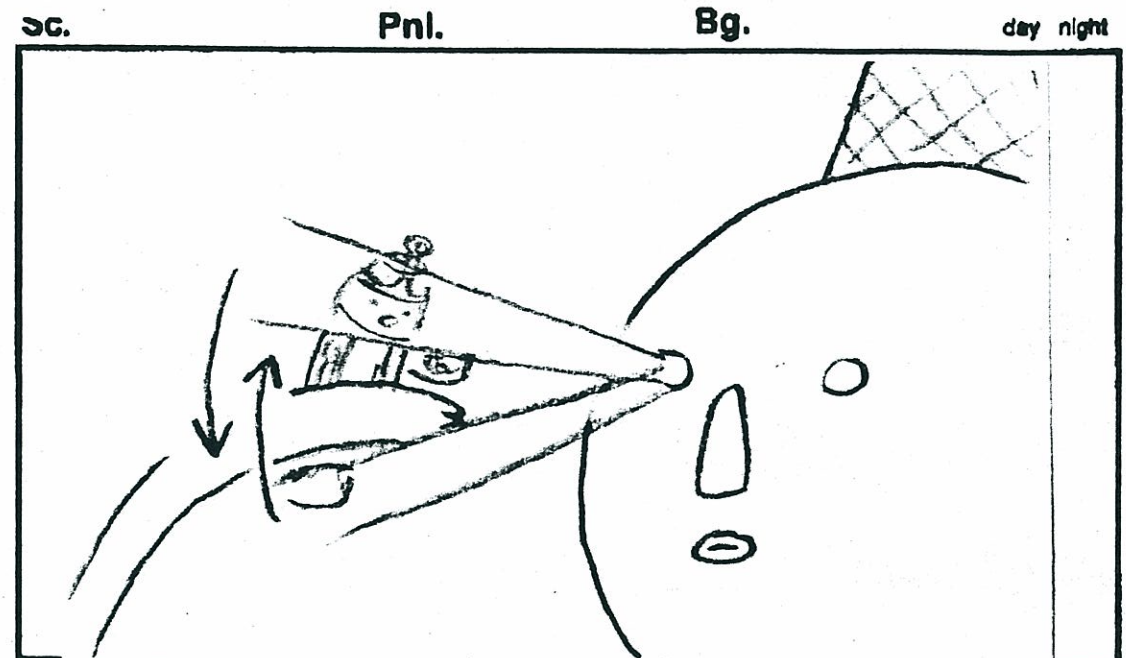
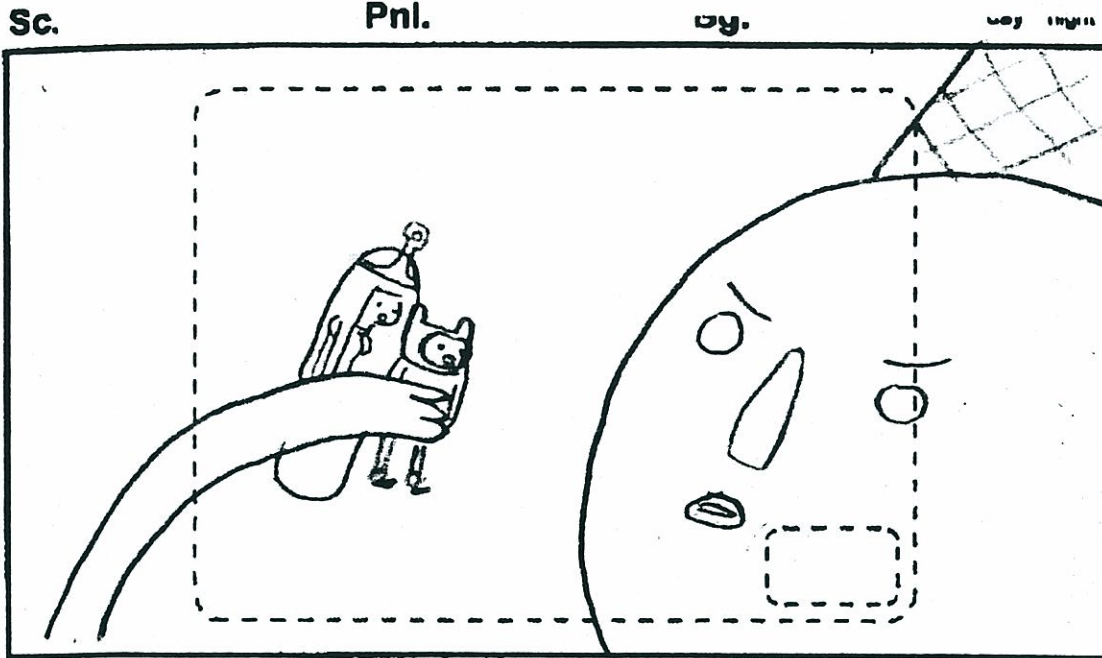
427

428

EPISODE # 692009

Production :





Dialog:  
**GM1:** Finn the Human, you  
have broken a royal promise to a -

Action:

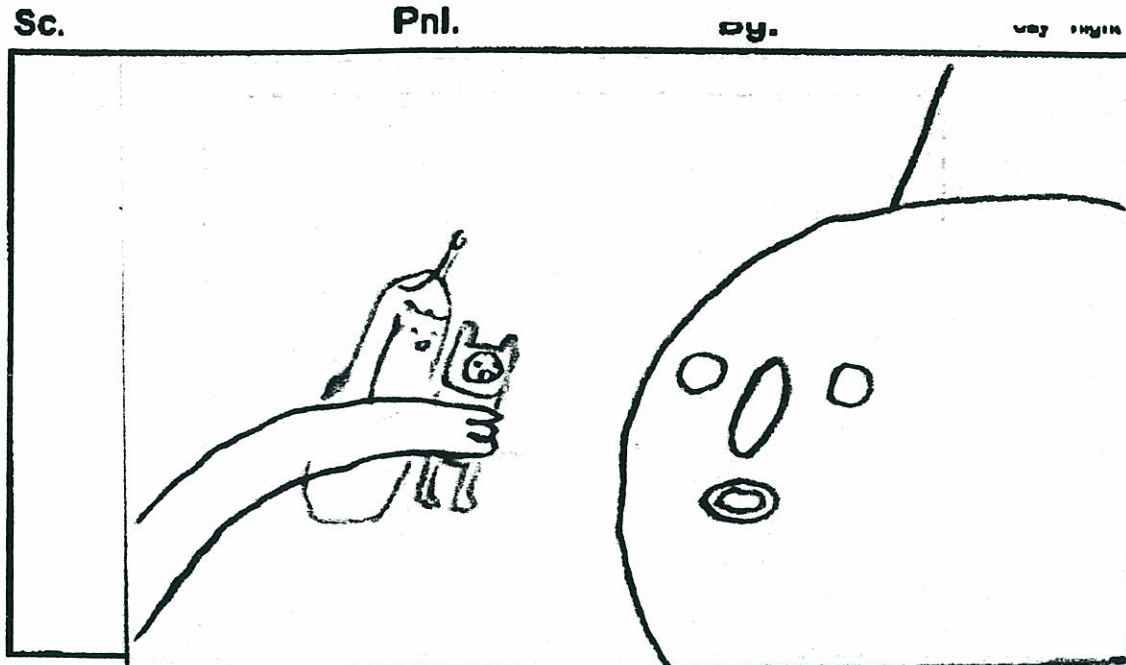
Timing: 429

**SFX:** \* bzz bzz \*

(lights from eye scan PB up & down.)

430

692009 EPISODE Production



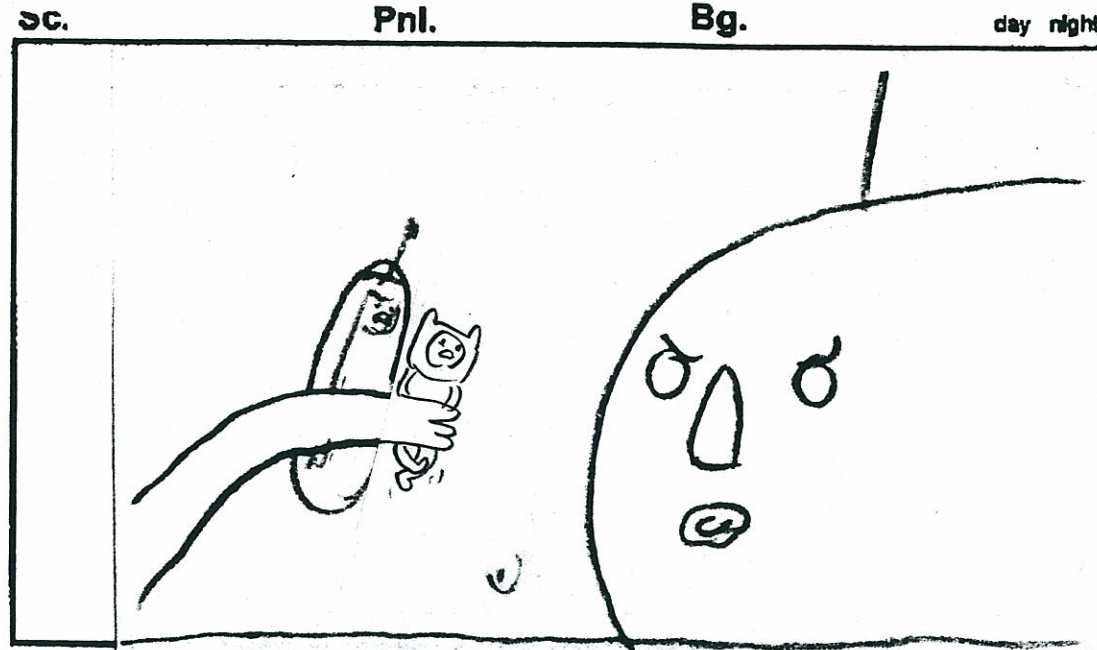
Dialog:

GM1: Valid candy Princess.

Action:

Timing:

431



GM1:

① For which the  
penalty is..  
② TRIAL BY FIRE!

432


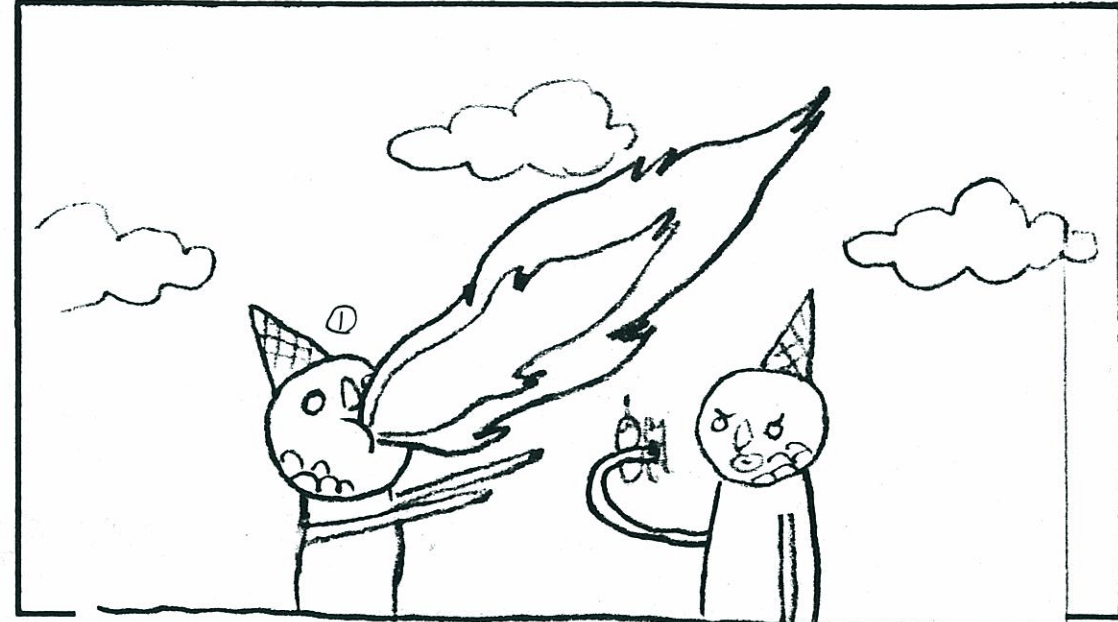



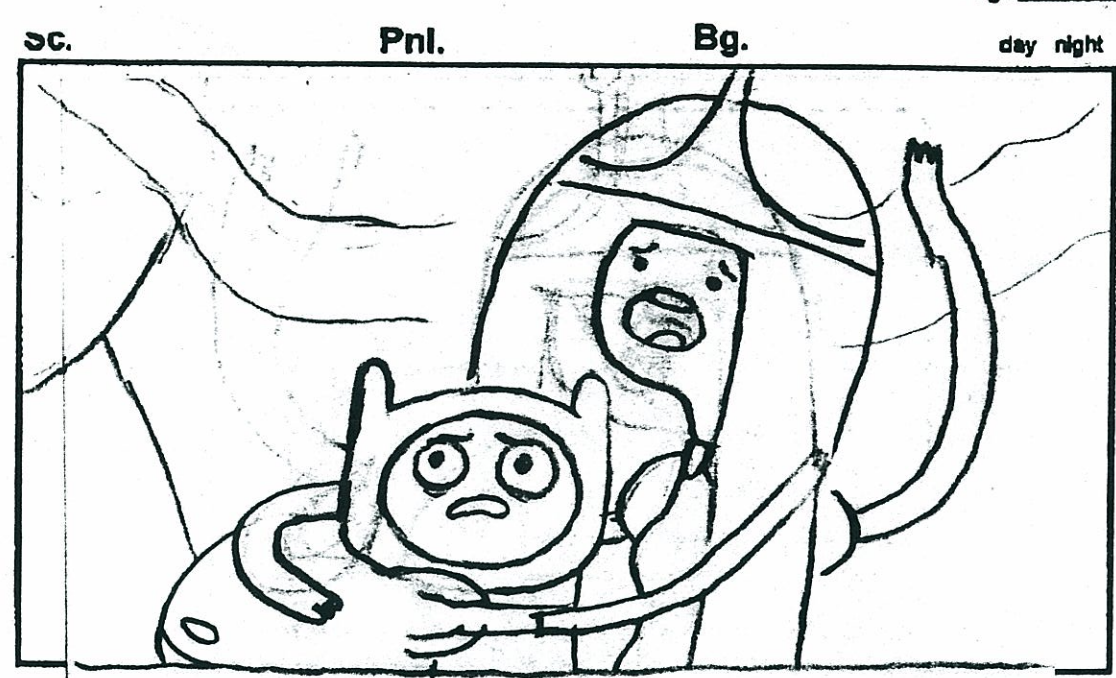
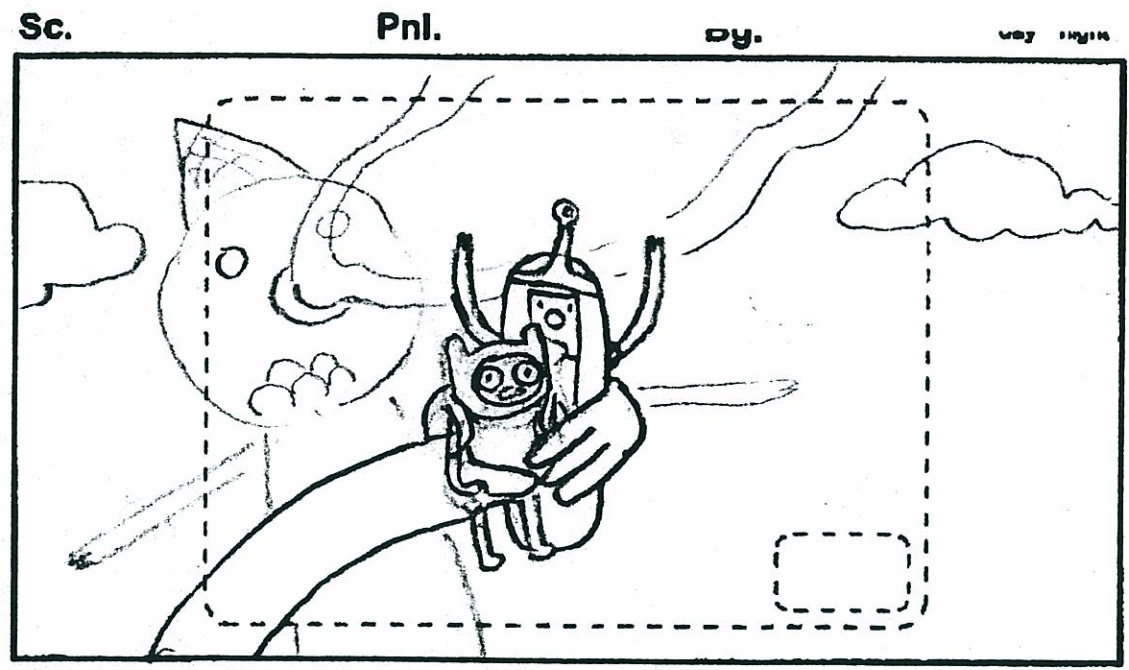
EPISODE # 692009





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Sc.	Pnl.	By.	day night	Sc.	Pnl.	Bg.	day night
							
Di				SFX: * Flamethrower *			
Ac							
Timing: 433				434			



Dialog:  
(PB) Wait! he's my friend!  
He didn't know the rules  
of a royal promise!

Action:  
(soft focus gm2 and fire in BG)

Timing:

(PB) Isn't there another  
option?!

(HU soft focus action in BG)

1

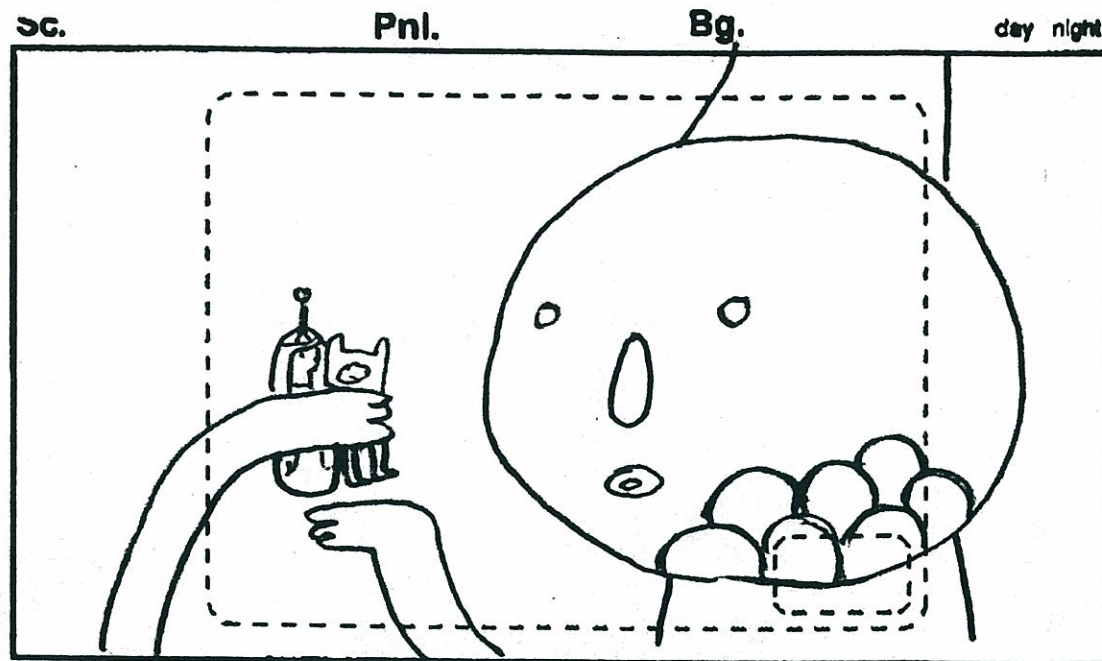
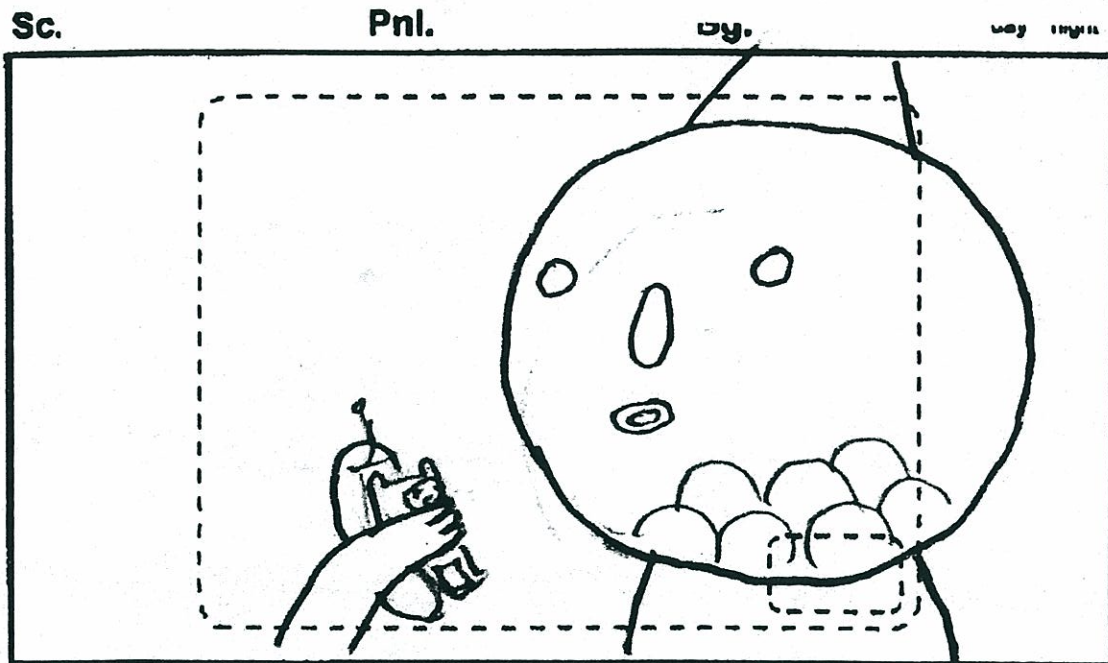
435

436

EPISODE # 692009

Production :





Dialog:

GM1: Yes.. because you care  
for the promise breaker

GM1: we will give him  
a less hot trial...

Action:

Timing:

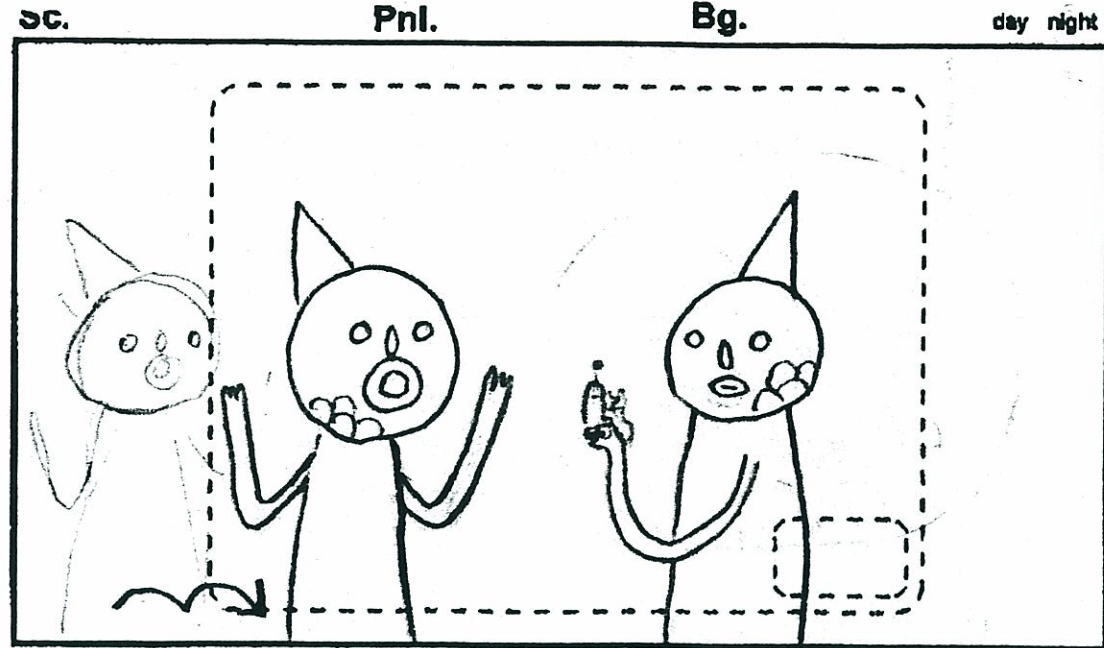
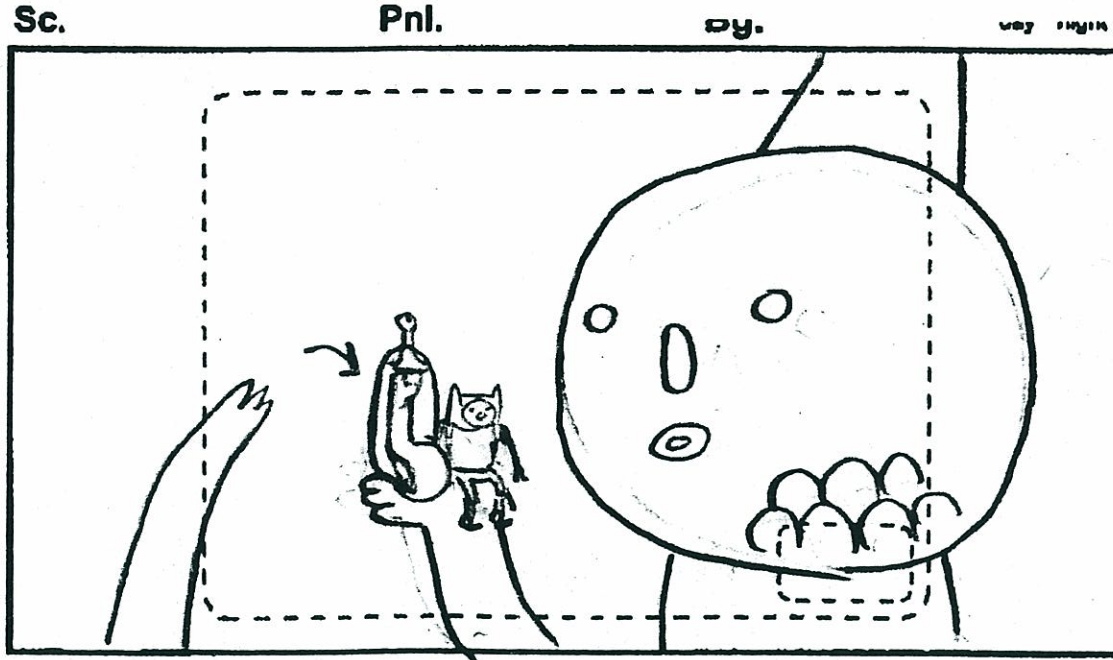
437

438

692079

EPISODE

Production



Dialog:

GM1: YOU MUST NOW ANSWER

GM2: MAAAAATH!  
QUESTIONNNS!!

Action:

Timing:

439

440

EPISODE # 692009

Production :



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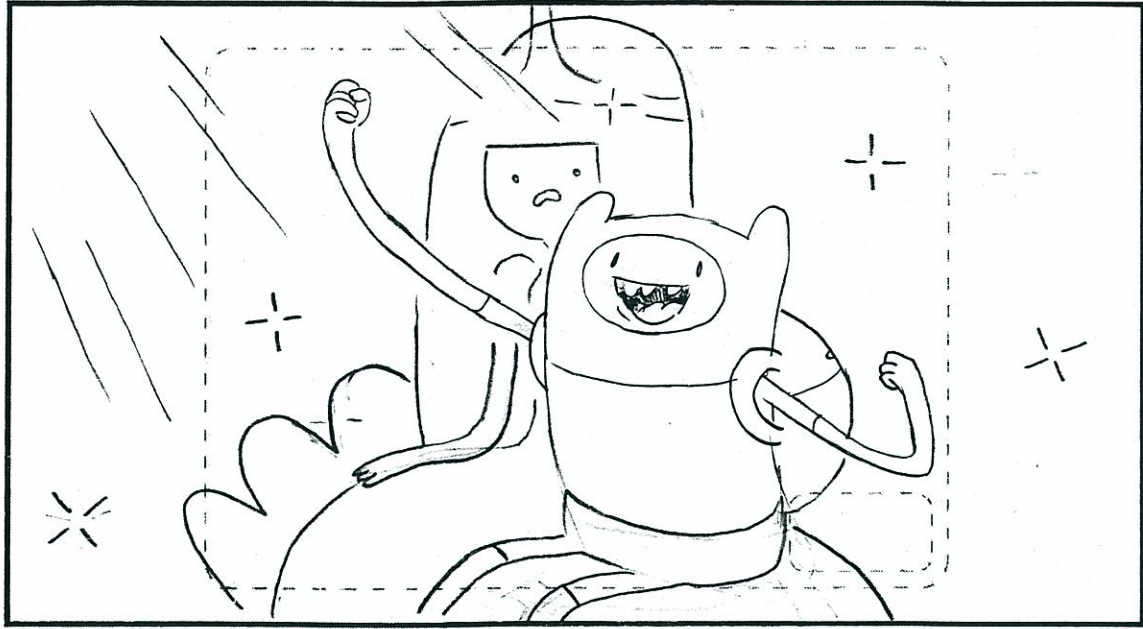
ADVENTURE TIME



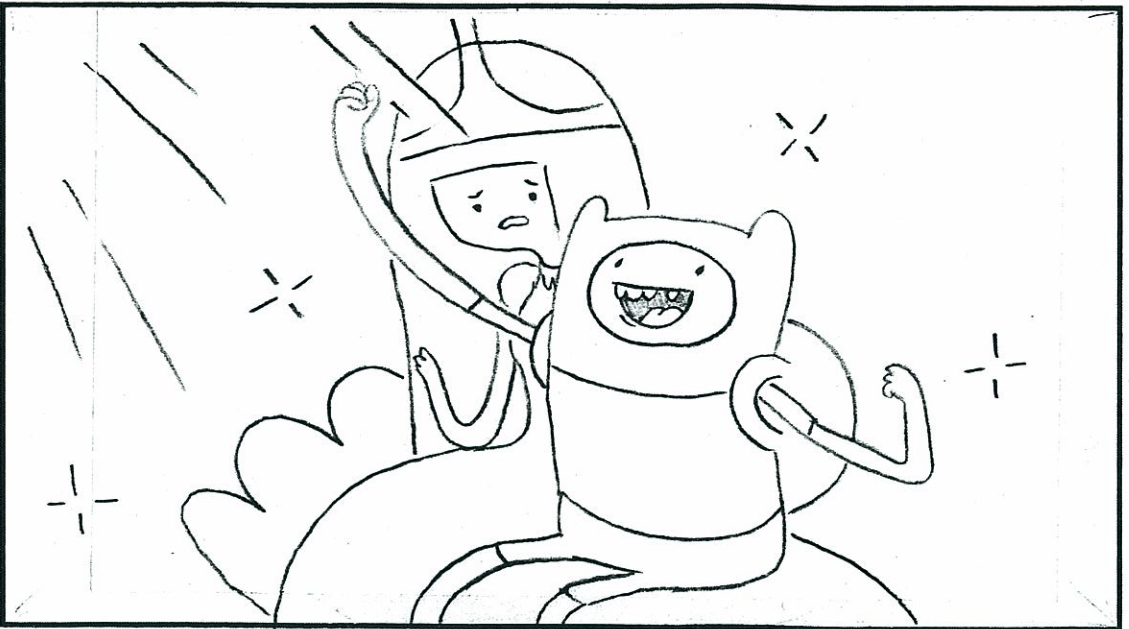
(PREVIOUS Ph. 254)

Page 266

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: (FINN) MATHEMATICAL!

(PB) FINN, YOU'RE TERRIBLE AT MATH.

Action: heavenly light shines in.  
light sparkles spin: ✕ + ✕ ✕ + ✕ + ✕ + ✕  
1 2 3 4 5 6 7 8 9

TRUCK OUT

Timing:

441

442

EPISODE # 692009

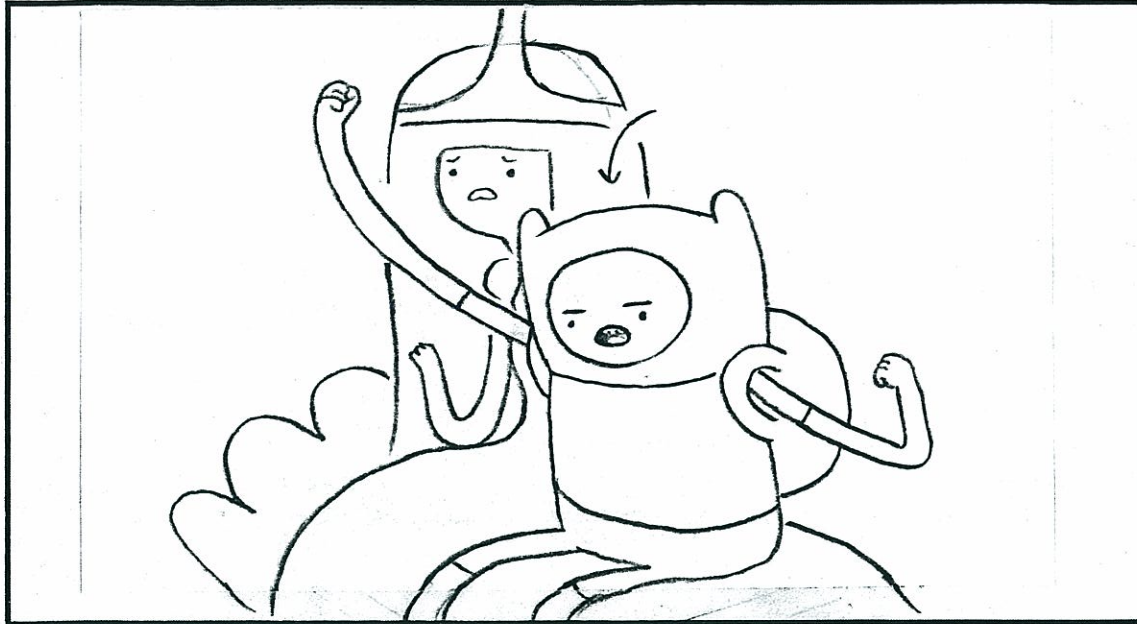
Production :

# ADVENTURE TIME

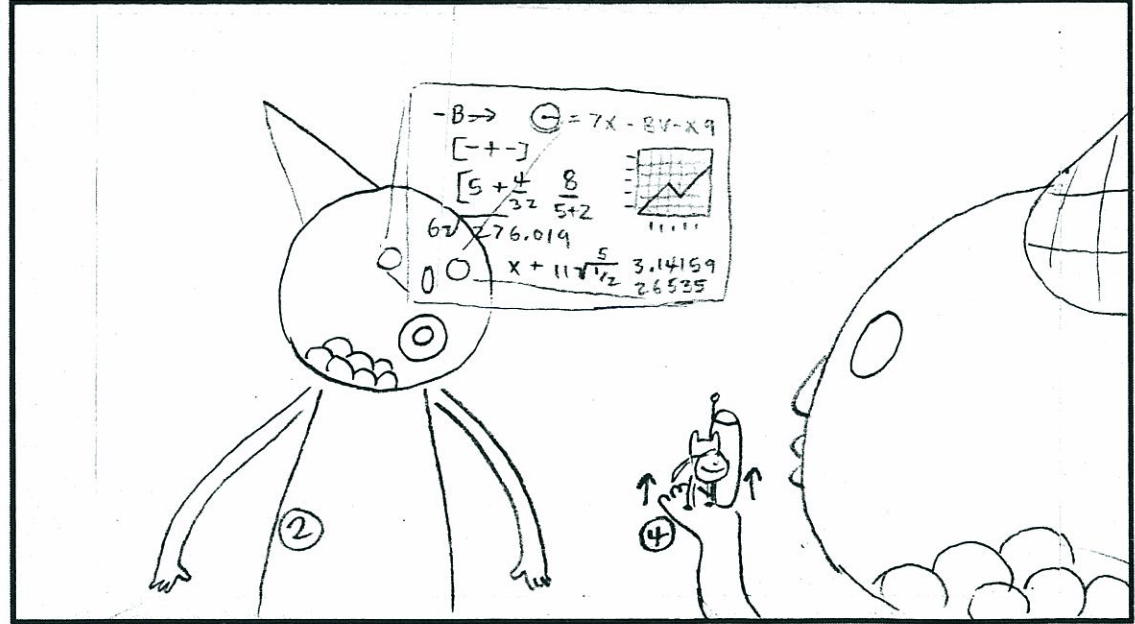


Page 267

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: (F:) (DISAPPOINTED) AWW...

Action: heavenly light and light sparkles fade away.  
Finn's head looks down and defeated.

Timing:

443

(GM1: No w —



(GM2 projects a hologram with math on it, from his eyes.)  
(Finn & Bubblegum stand up.)

444

692009

EPISODE #

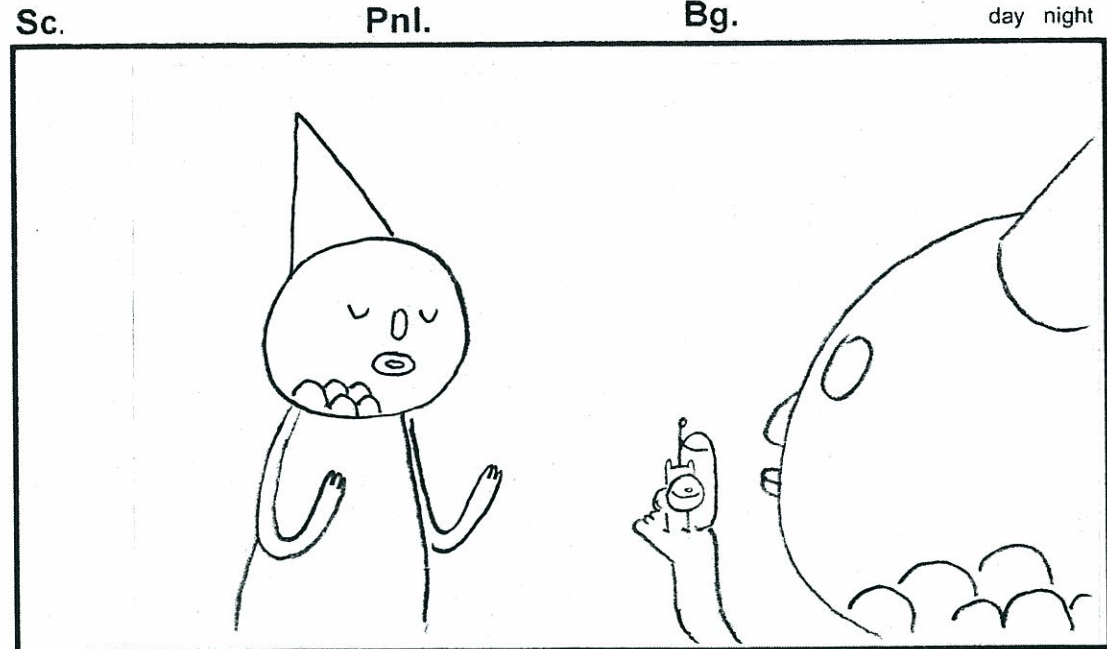
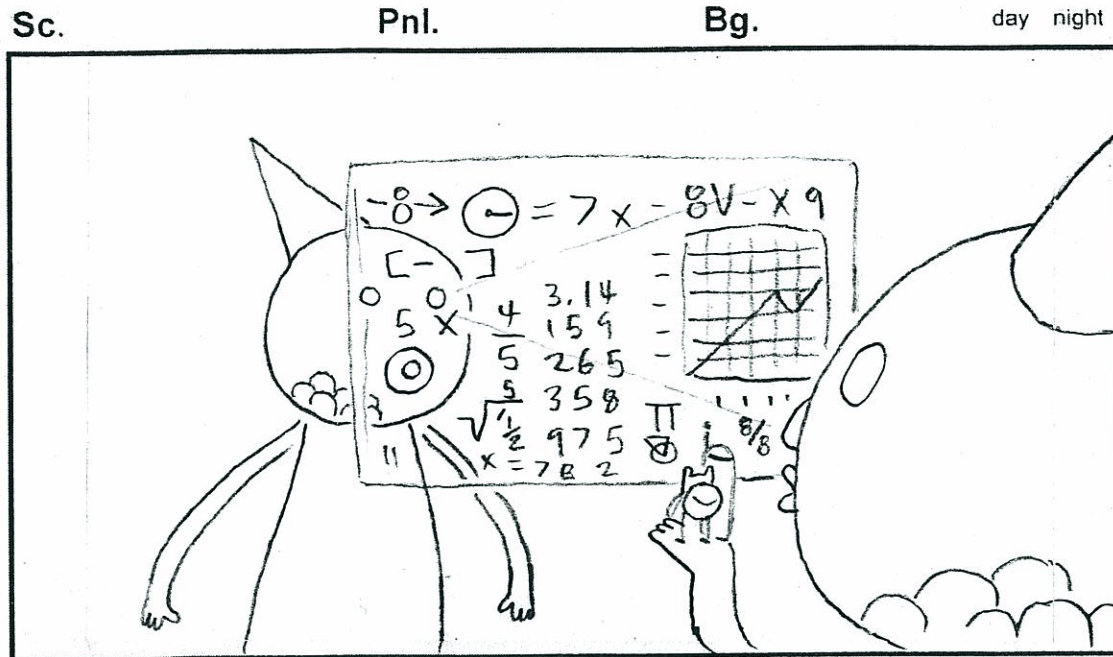
Production :



# ADVENTURE TIME



Page 268



Dialog:

(Gm1): SOLVE THIS—

(Gm2): oh... wait... wait...  
thought of a better one.

Action:

Timing:

445

446

EPISODE # 692009

Production :

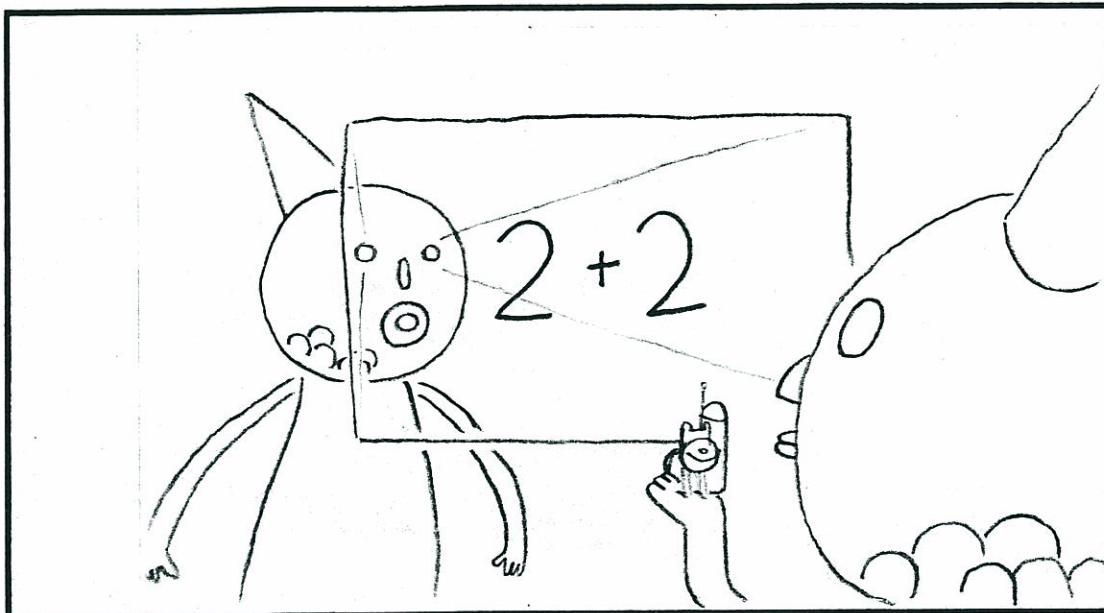
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# ADVENTURE TIME

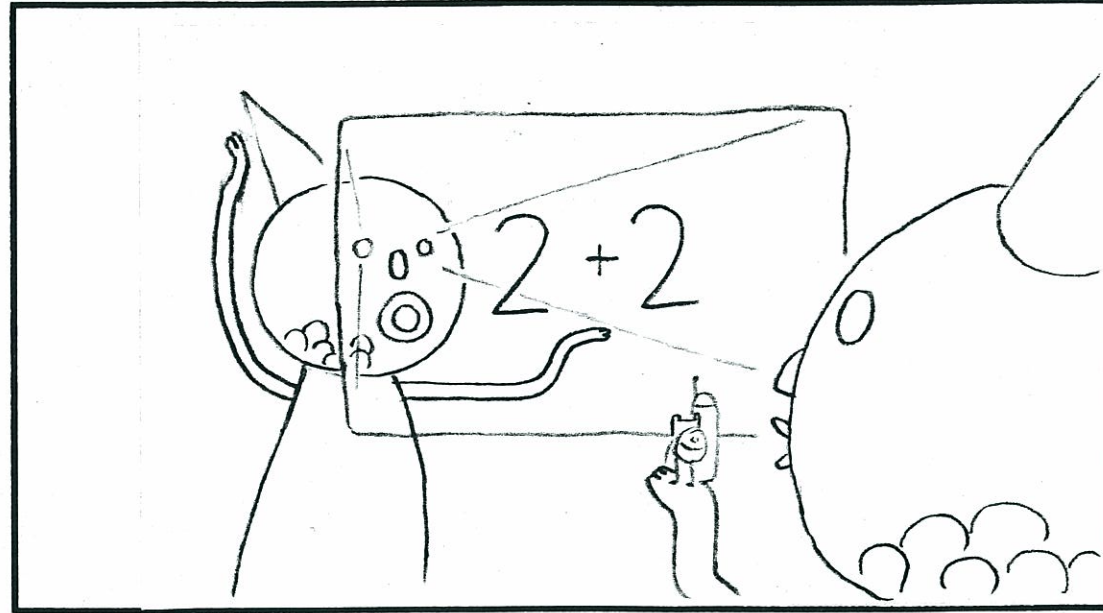


Page 269

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(GM1): Yes.. now SOLVE!  
If you are able mortal!

Action:

Timing:

447

448

EPISODE # 692009

Production :



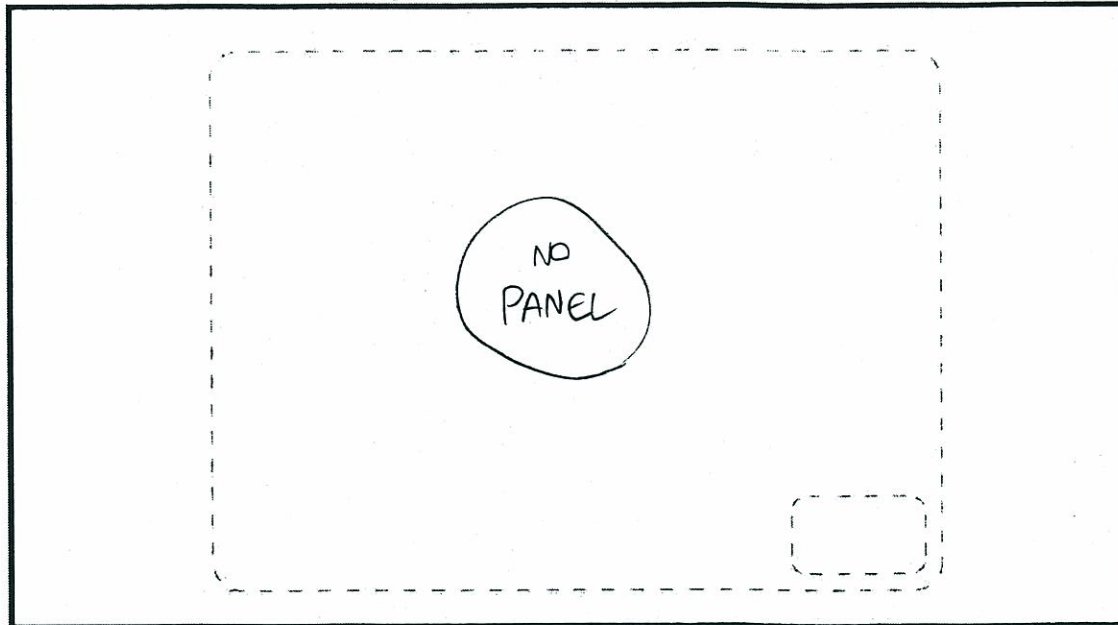
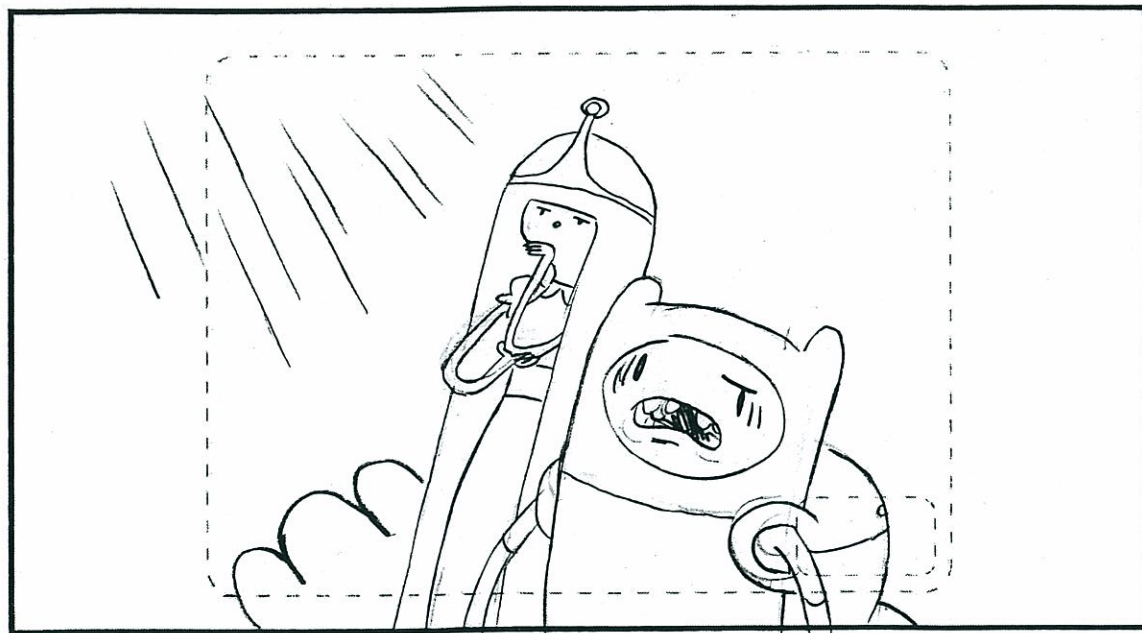
# ADVENTURE TIME



(NO PG. 270)

Page 271

Sc. Pnl. Bg. <sup>R/T</sup> day night Sc. Pnl. Bg. day night



Dialog:

FINN : [UNCERTAIN] TWO PLUS TWO ?

Action:

Timing:

449

450

EPISODE # 692009

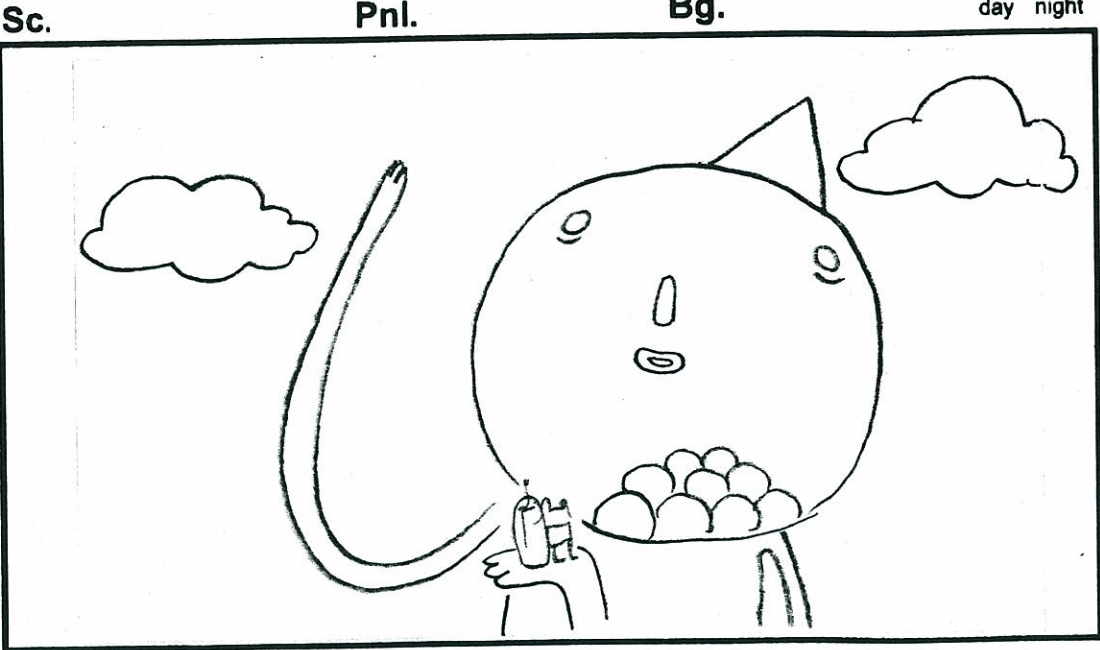
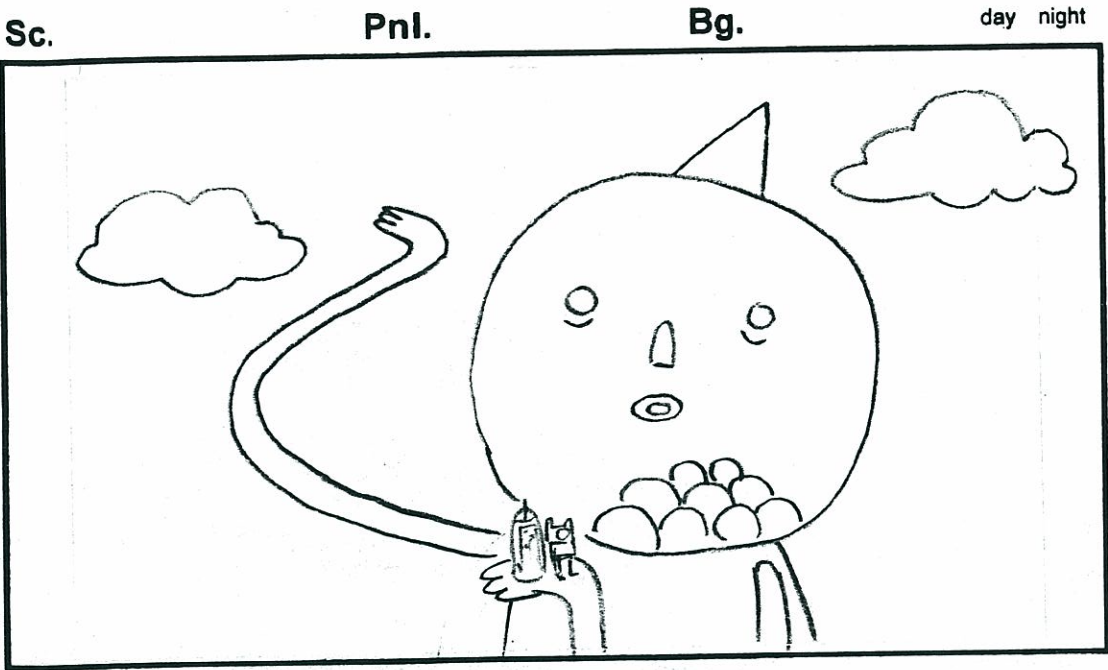
Production :

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ADVENTURE TIME



Page 272



Dialog:

GM1: Yes! 2+2!

GM1: hahaha ha!

Action:

Timing:

451

452

EPISODE # 699099 Production :





Sc.

Pnl.

Day

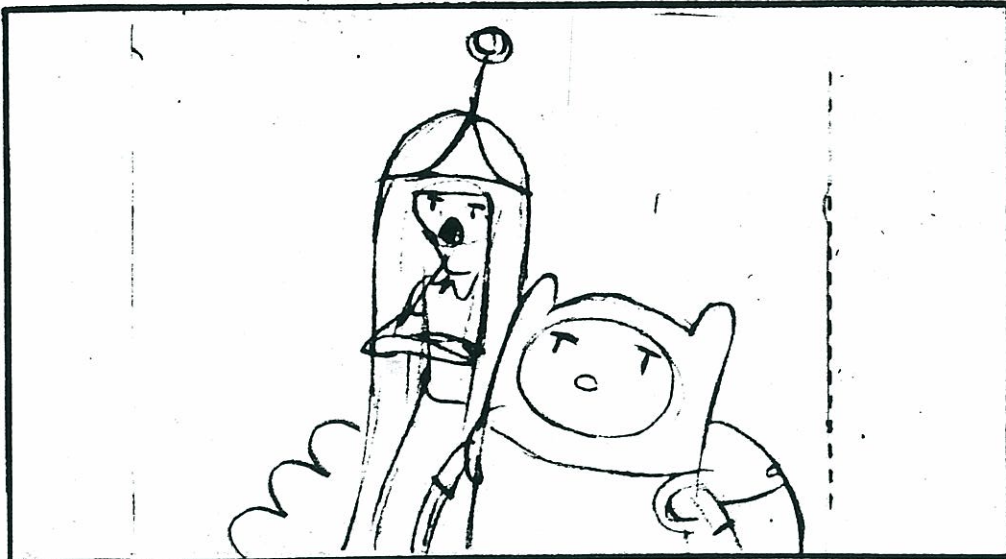
way night

Sc.

Pnl.

Bg.

day night

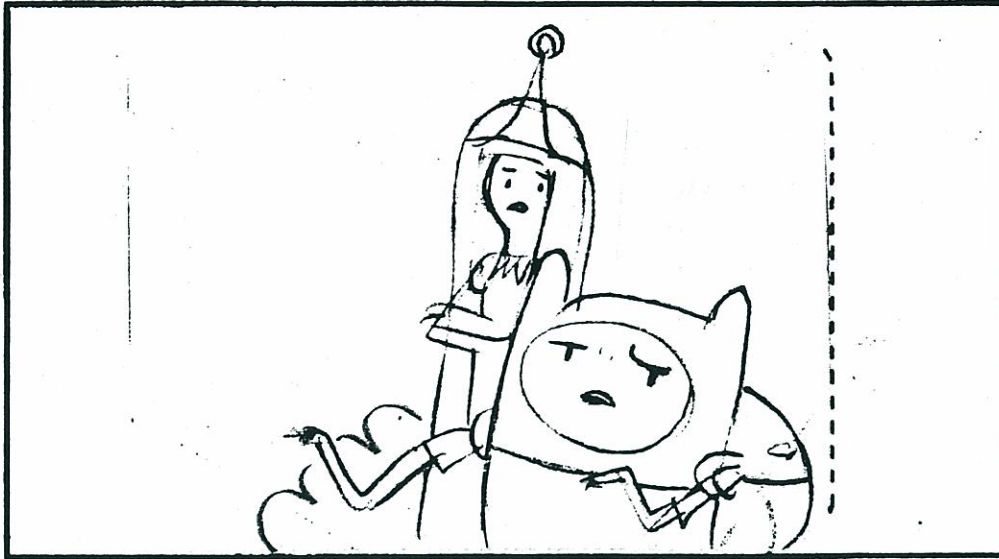


Dialog:

(F) Uh... FOUR...  
Right?

Action:

Timing:



(F) ...FOUR?

EPISODE 692009

Production

453



454

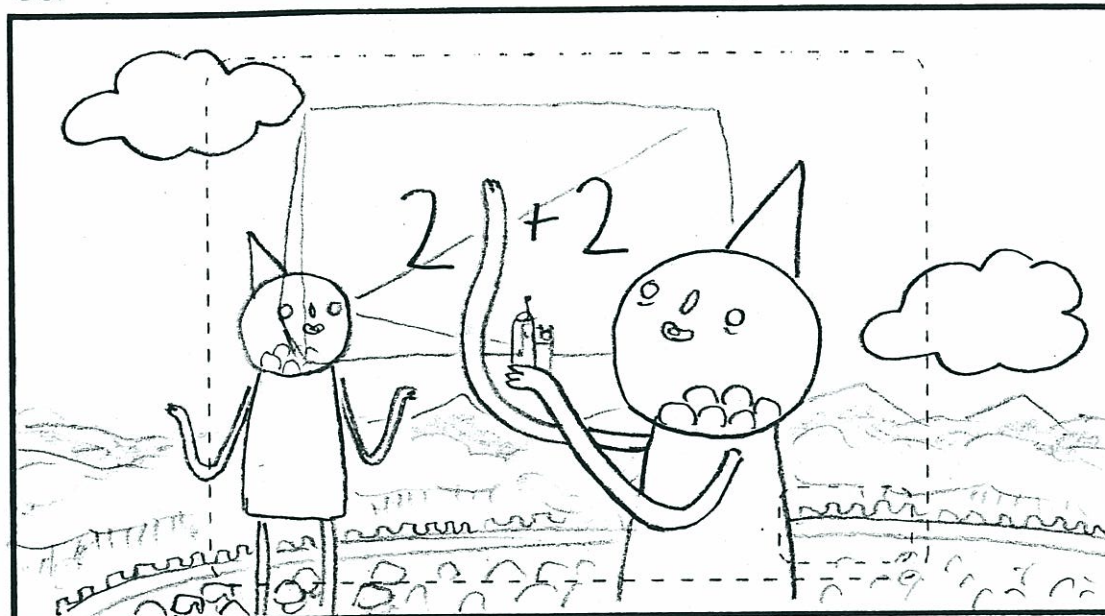
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# ADVENTURE TIME



Page 274

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

A. GG#1: Four?

B. GG#1 & #2: HAHAHAAHA!

GM1: oh! correct.

Action:



Timing:

455

456

EPISODE #  
692009

Production :

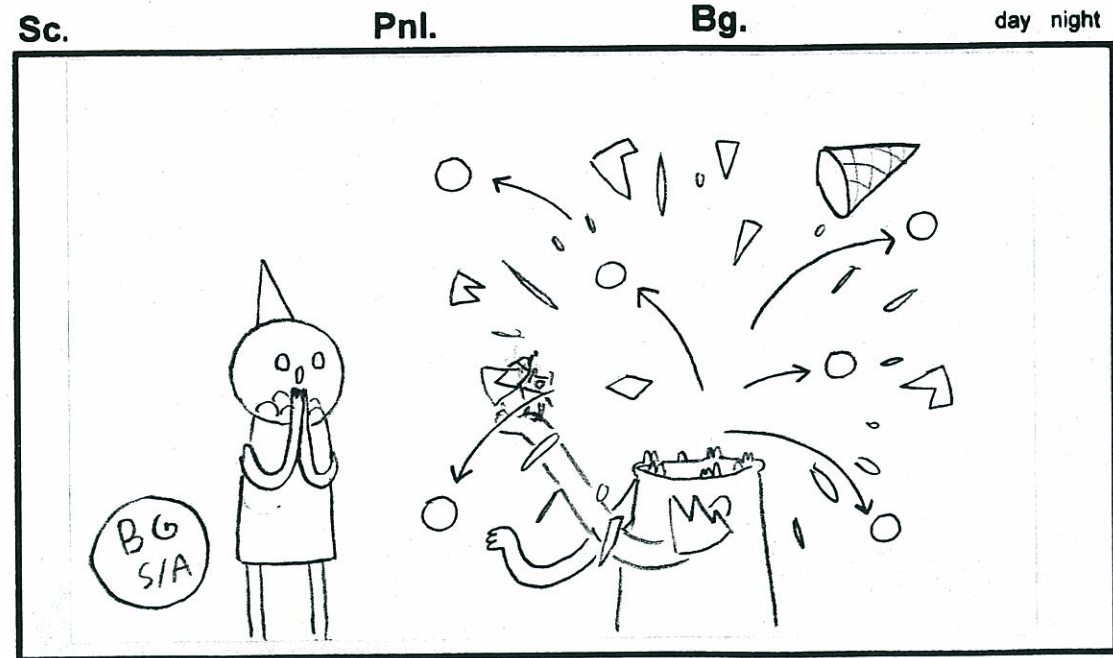
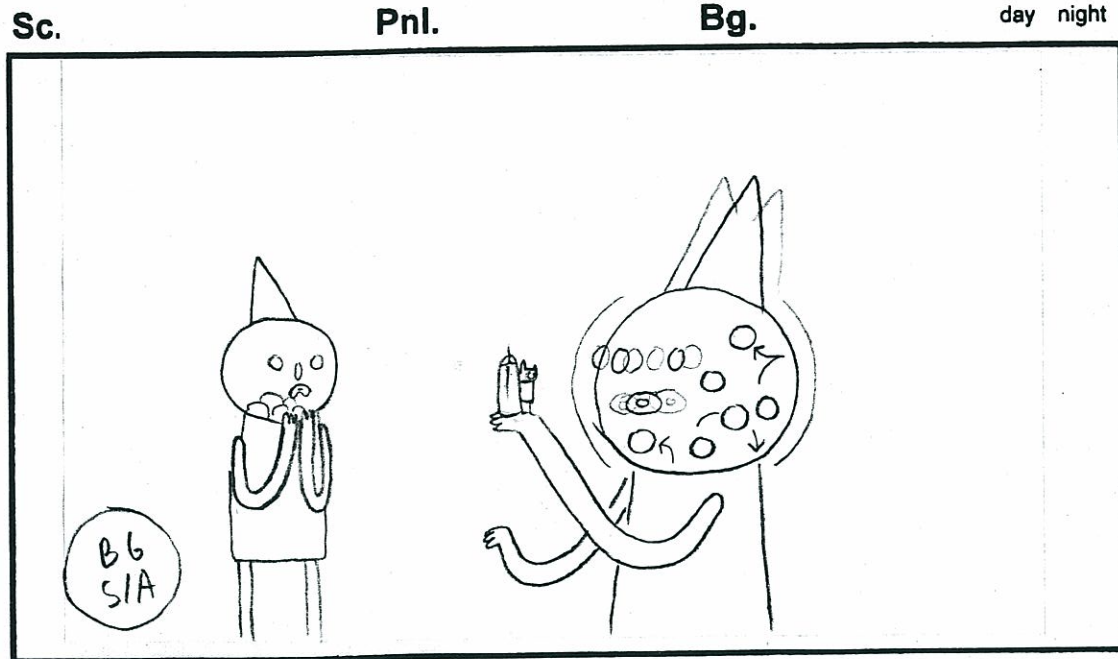


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# ADVENTURE TIME



Page 275



Dialog:

GM 2 : HAHA ... HUH?!

Action:

GM 1's head shakes.  
The gumballs inside bounce around.



Finn & Bubblegum duck..

Timing:

457

458

EPISODE # 692009

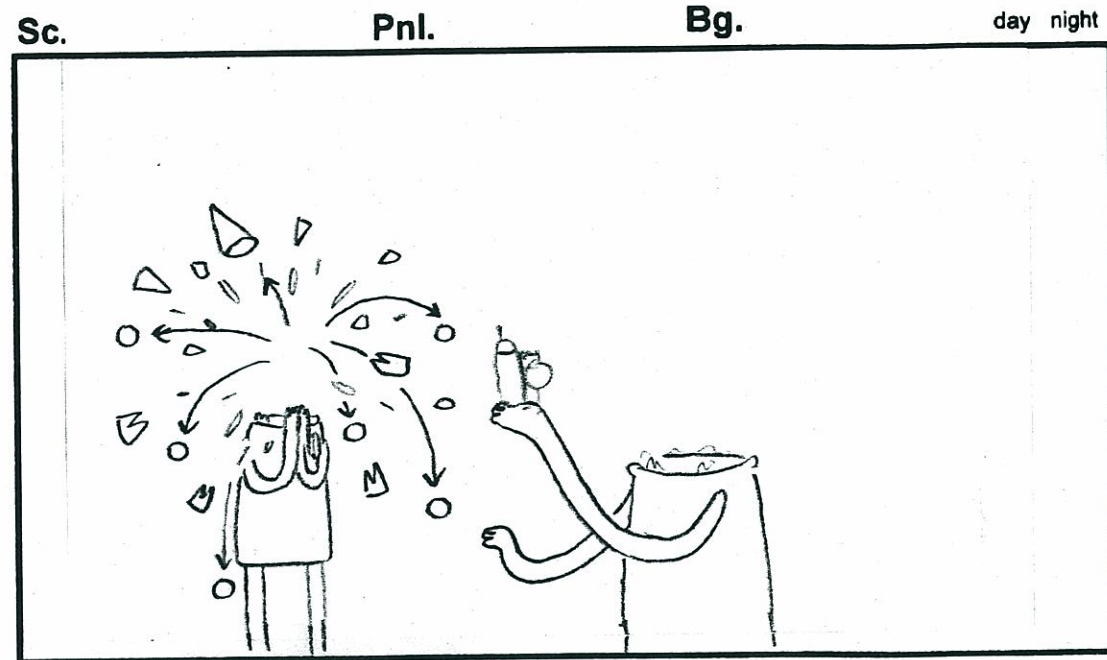
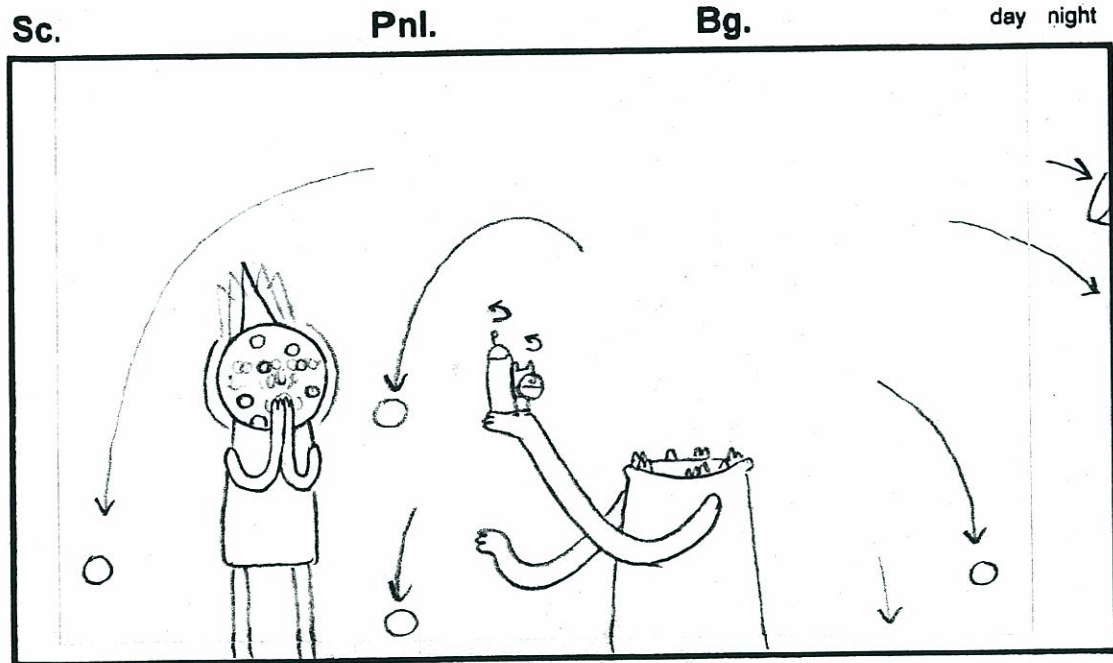
Production :

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# ADVENTURE TIME



Page 276



Dialog:

Action:

Finn & Princess turn around to  
watch other

Timing:

459

460

EPISODE # 692009

Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

FROZEN SHEET WIPES AWAY-ROLLING ACROSS  
EVERYTHING.

Timing:

461

462

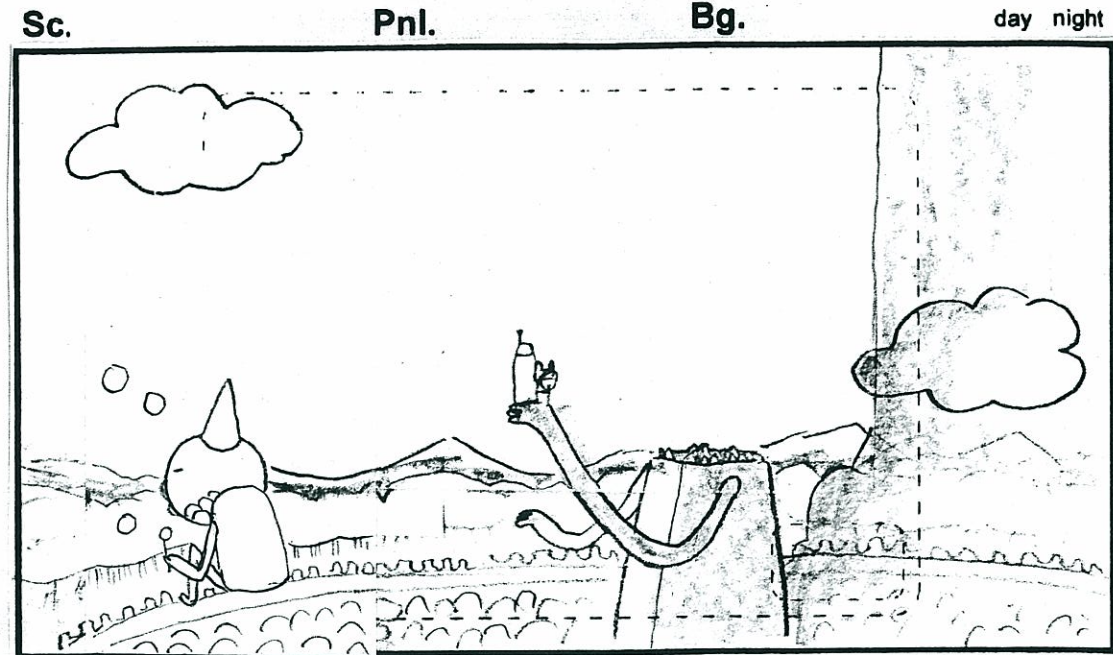
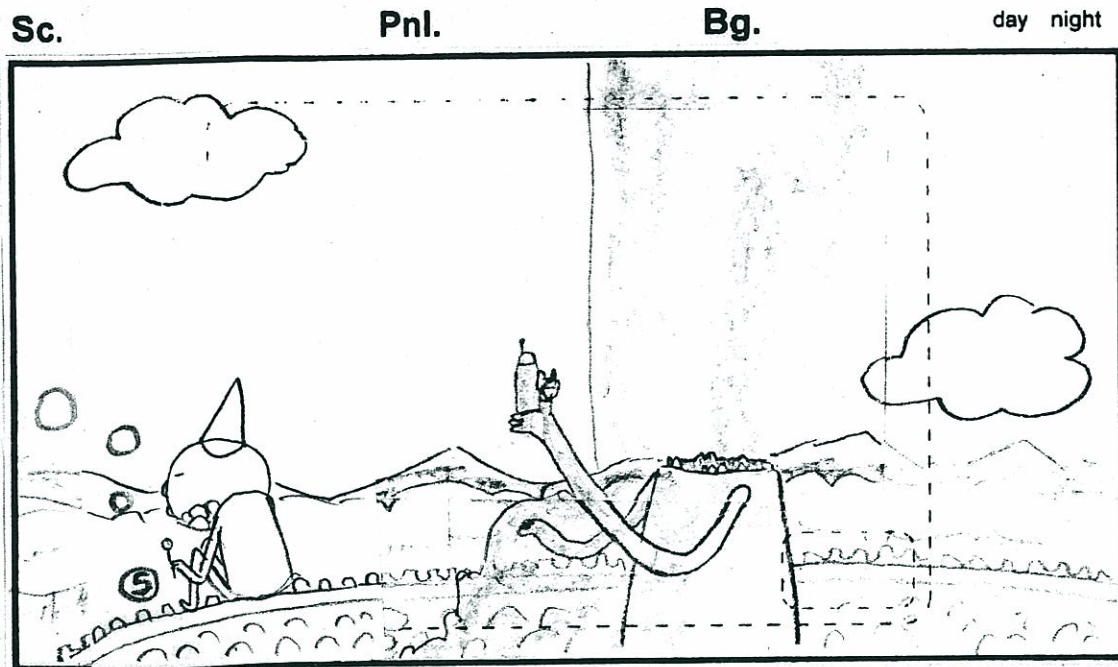
EPISODE # 692009  
Production :

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# ADVENTURE TIME



Page 278



Dialog:

Action:

Timing:



EPISODE # 692009

Production :

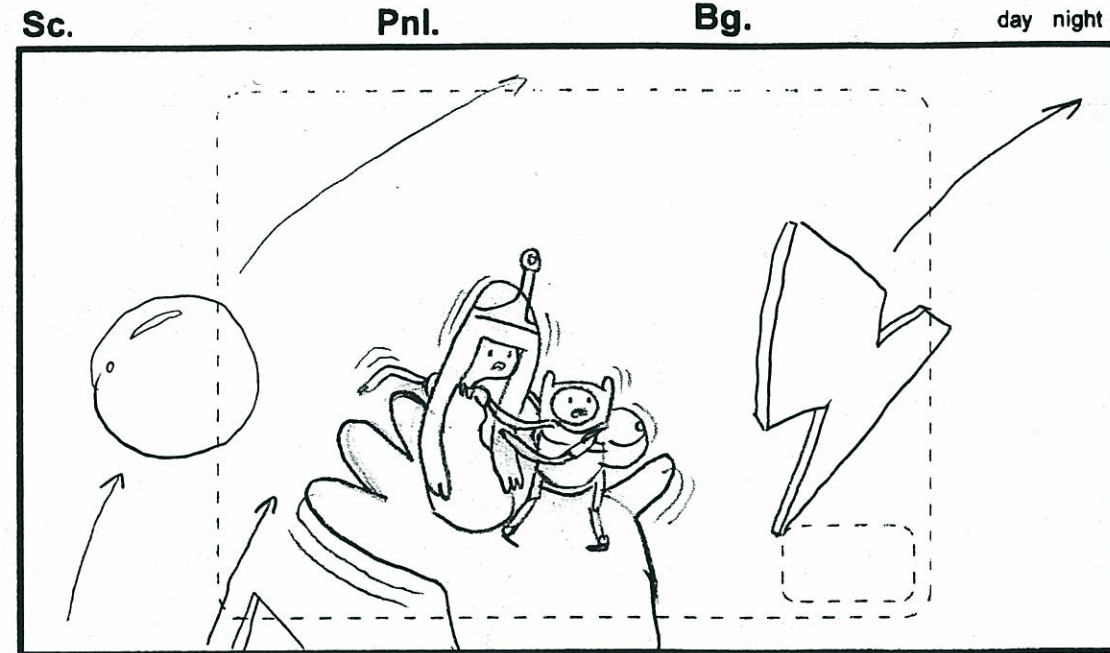
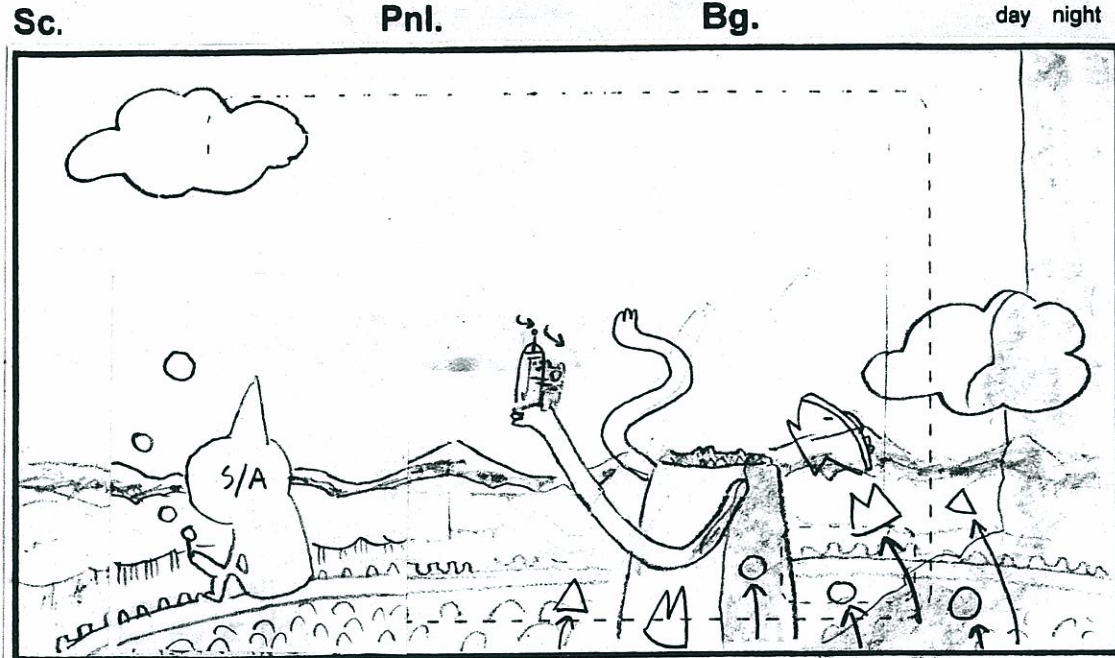


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# ADVENTURE TIME



Page 279



Dialog:

(F:) What's happening Princess!?

Action:

GM 1's hand raises into the air limply and wiggles.  
Shards of glass & gumballs rise up to reconstruct it's head.

Shards of glass & gumballs  
passing up in background

Timing:

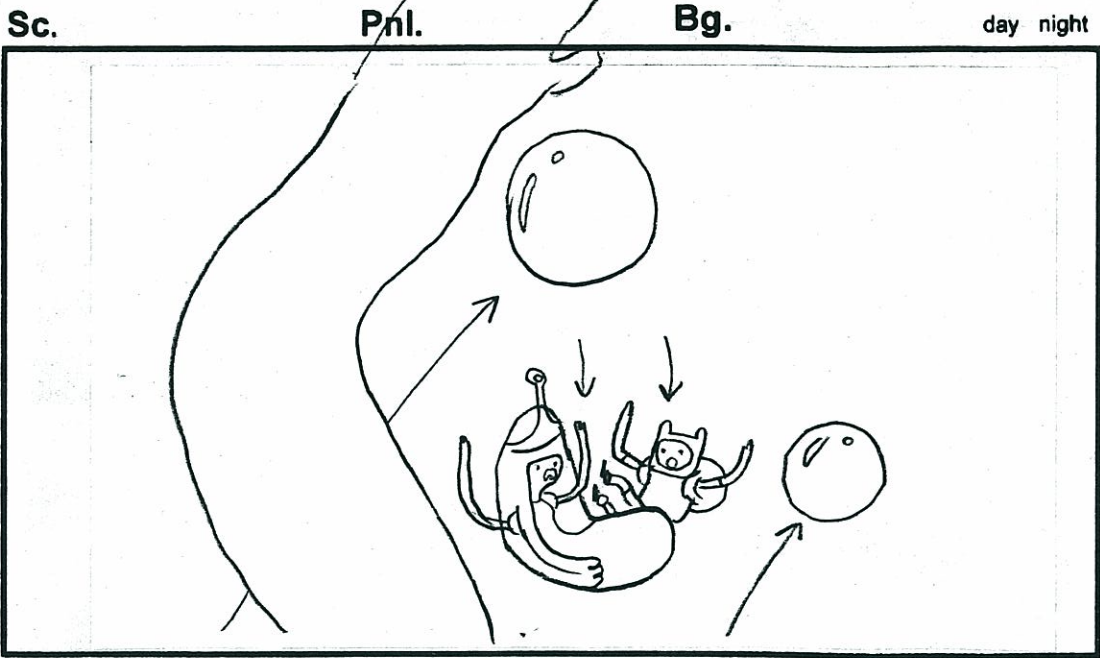
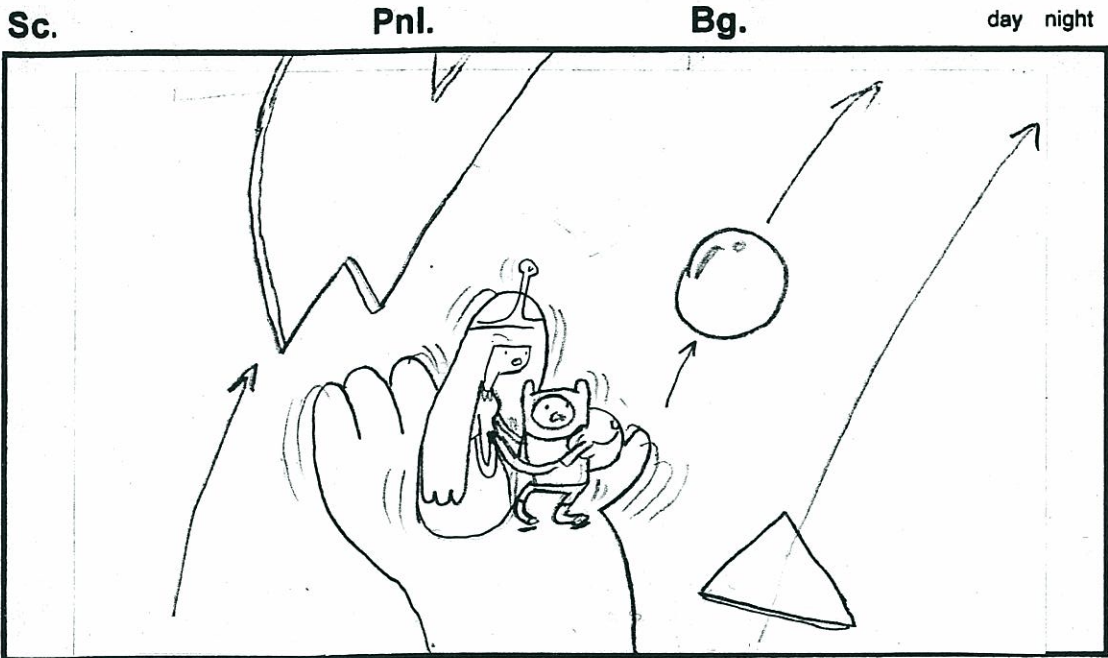
465

466

EPISODE # 692009

Production :

ADVENTURE TIME



Dialog:

(PB:) You defeated the broken royal promise,  
the gumball guardians are re-setting.

(F&PB!) (Falling!)

Action:

Timing:

467

468

EPISODE # 692009  
Production :

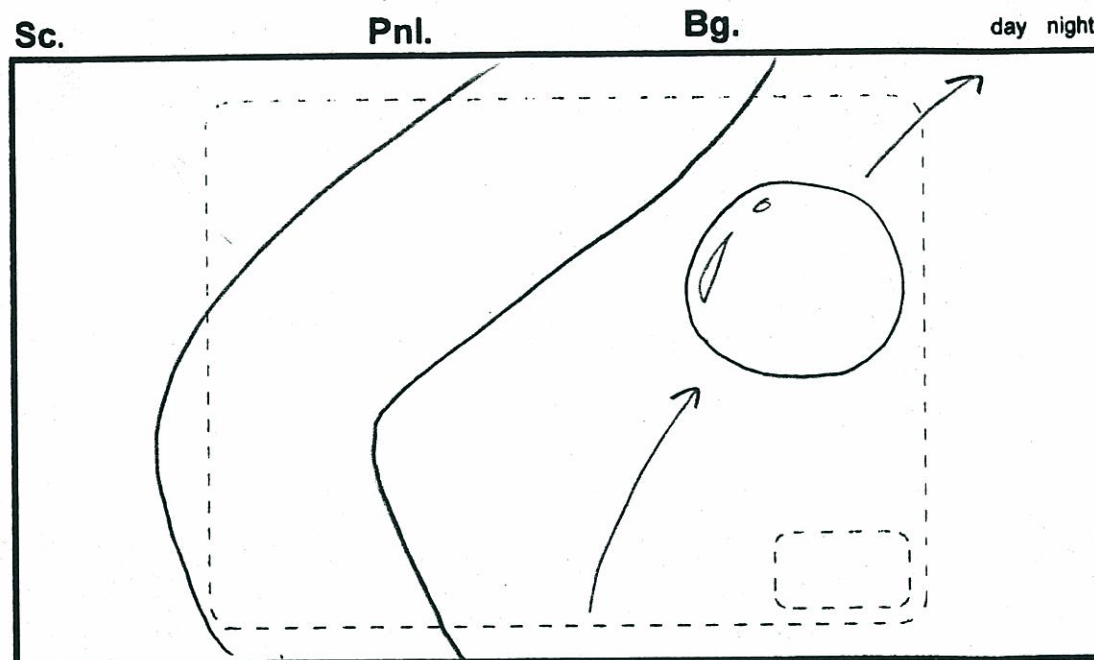
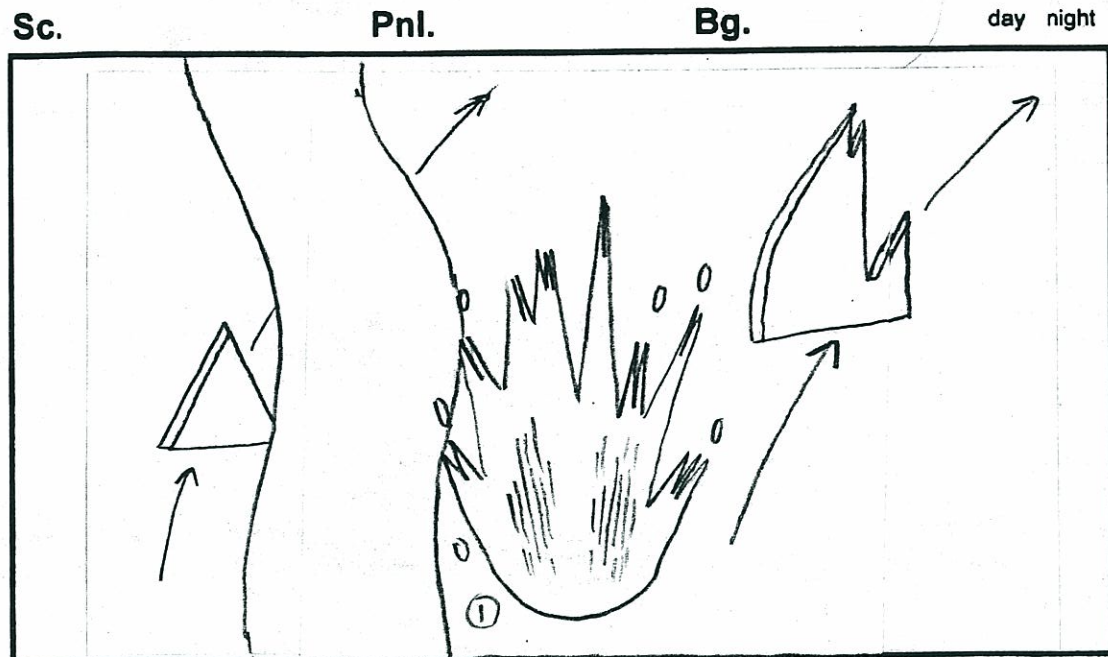


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# ADVENTURE TIME



Page 279 B



Dialog:

Action:



Timing:

469

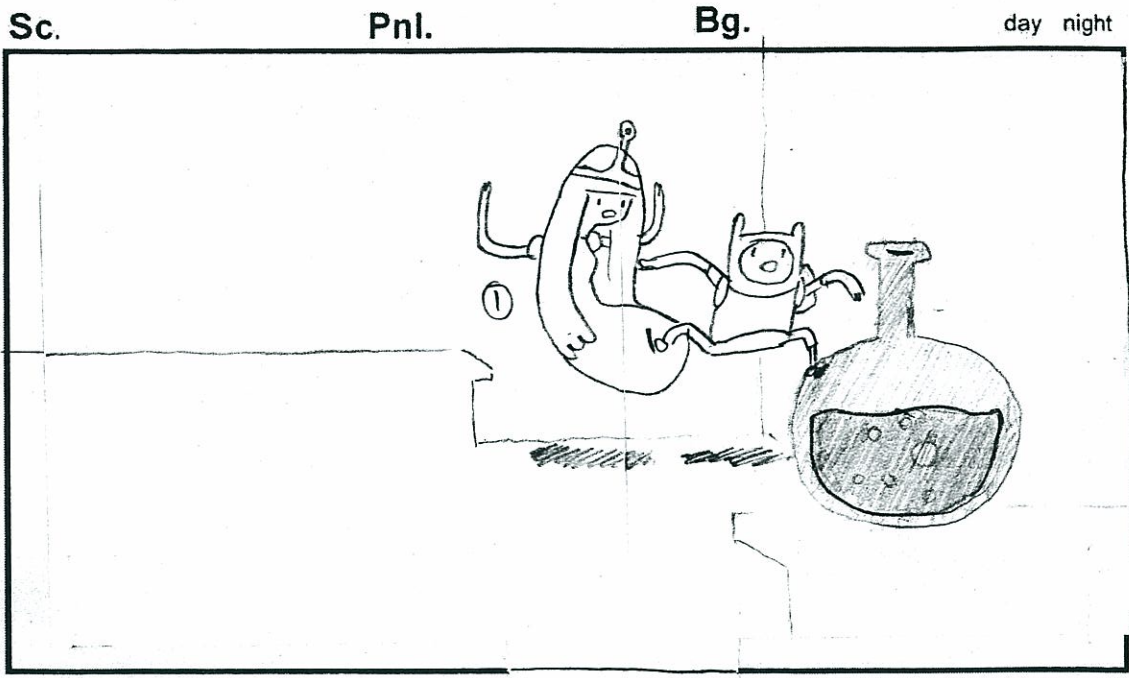
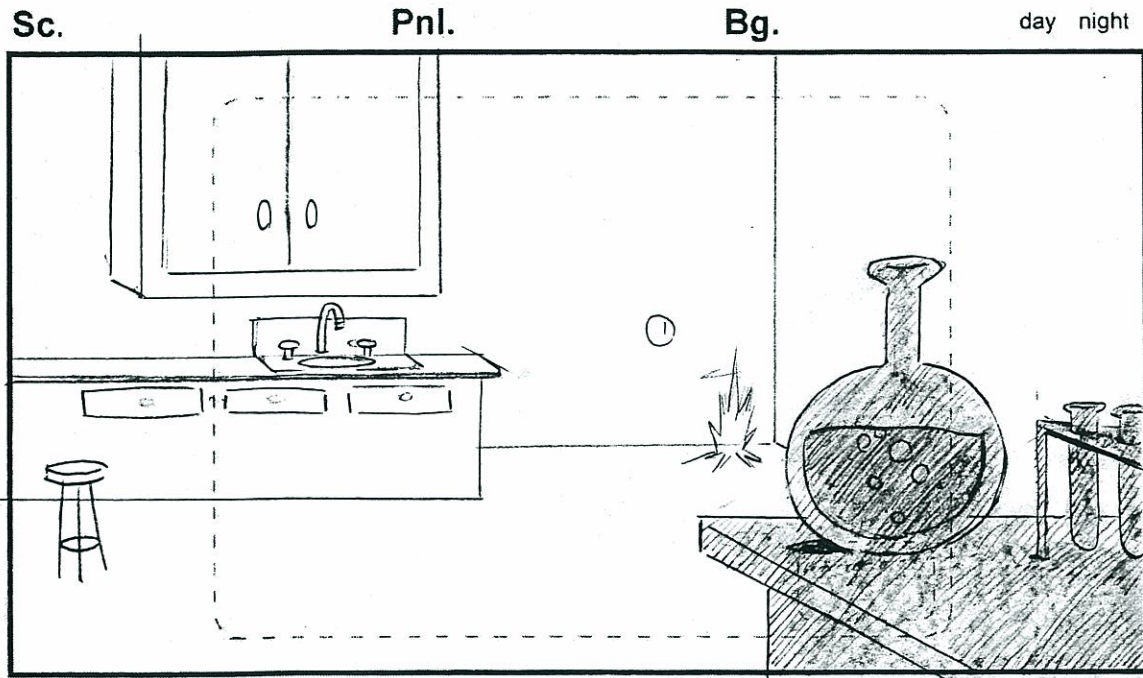
470

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# ADVENTURE TIME

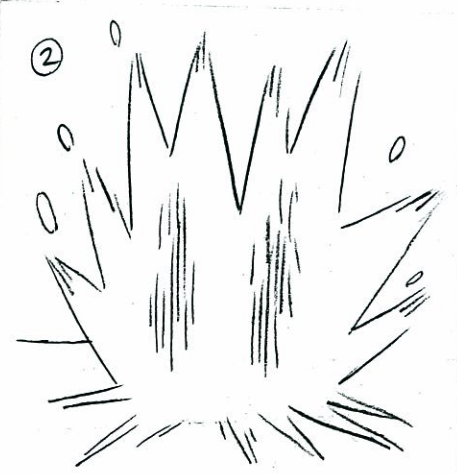


Dialog: \*Z RRRK GHK! \*

Action: FINN AND P.B. REAPPER IN THE PRINCESS'S LAB

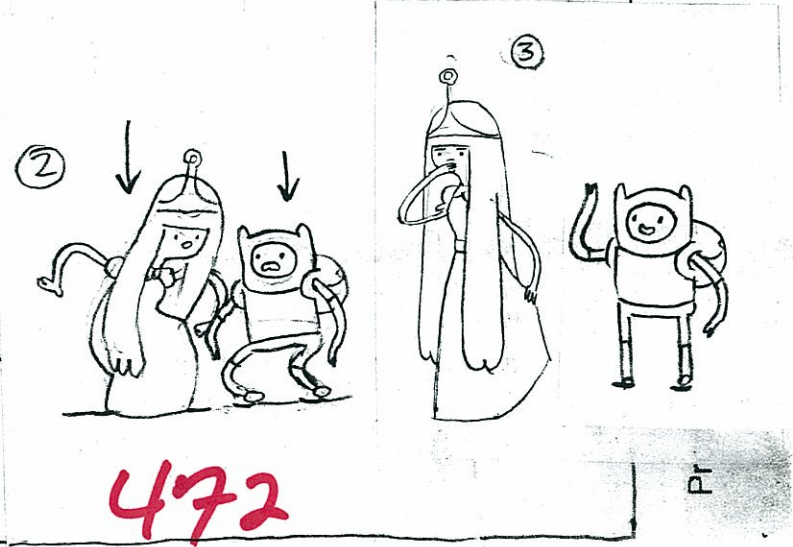
Timing:

471



PB: HMM

FINN AND P.B. REAPPER



EPISODE # 692009

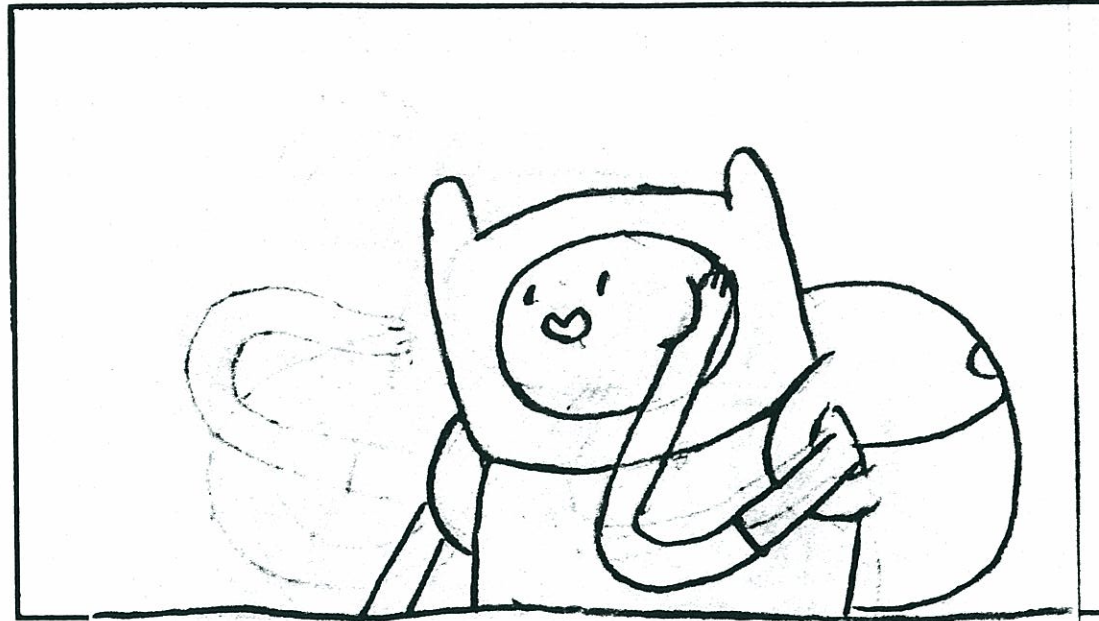
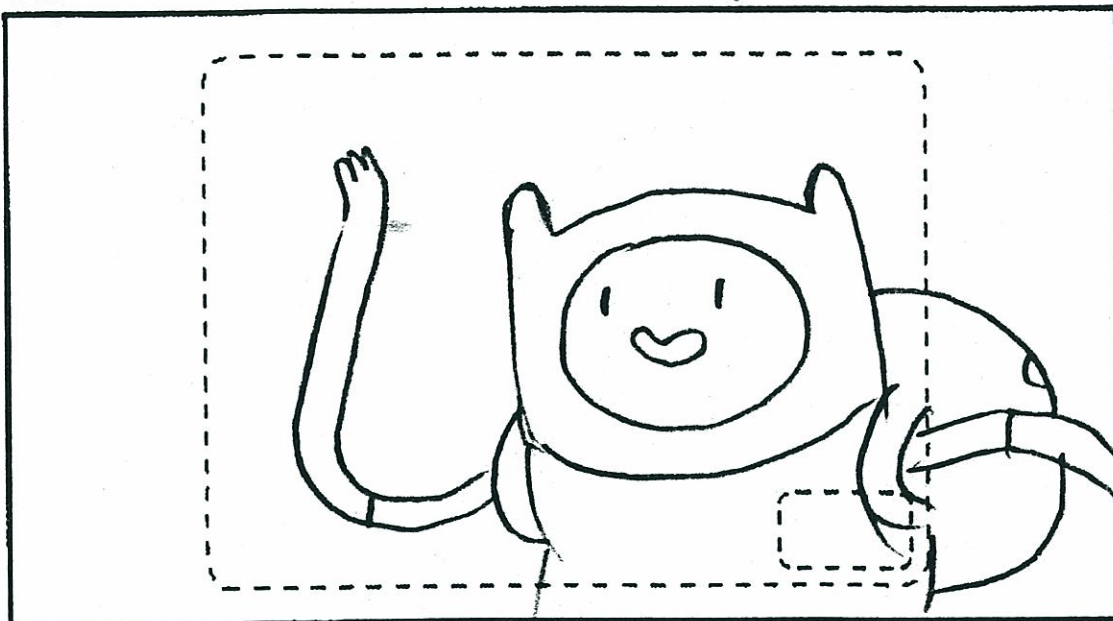
Pr





Page 200A

Sc. Pnl. Pg. day night Sc. Pnl. Bg. day night



Dialog:

(F:) SLAMACOW! THAT WAS TOPS!

(F:) Who's not good at MATH!?

Action:

Timing:

473

474

EPISODE 692009

Production

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Sc.	Pnl.	dy.	Sc.	Pnl.	Bg.	day	night
Dialog				(F:) I was all...			
Action				(F:) FOOUUR!!			
Timing:							

475

476

Production :  
EPISODE # 692009

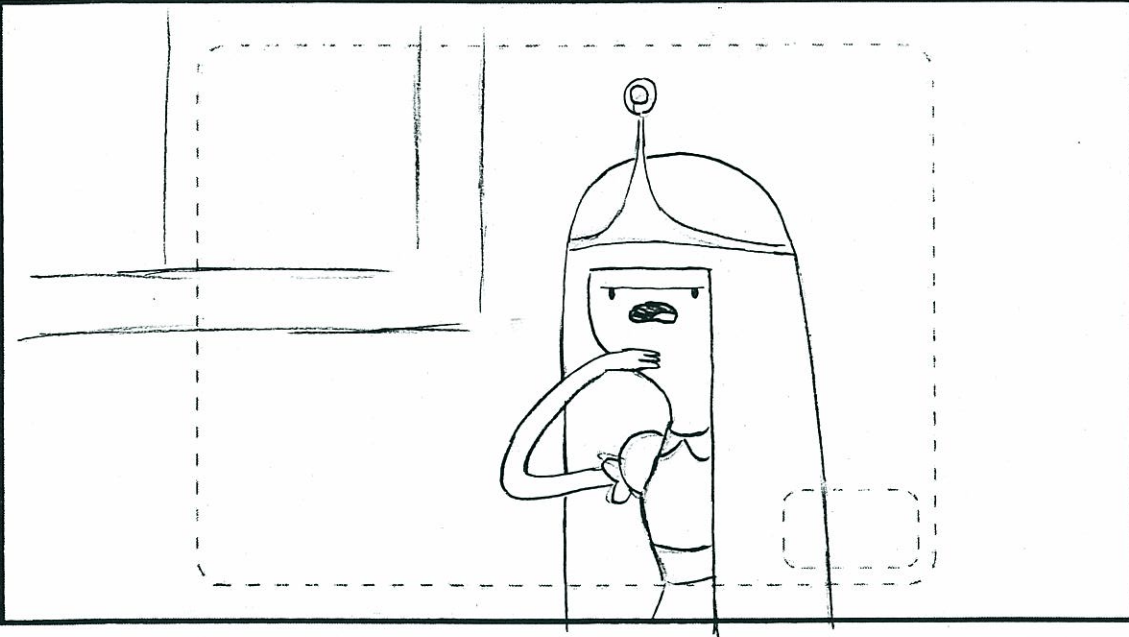


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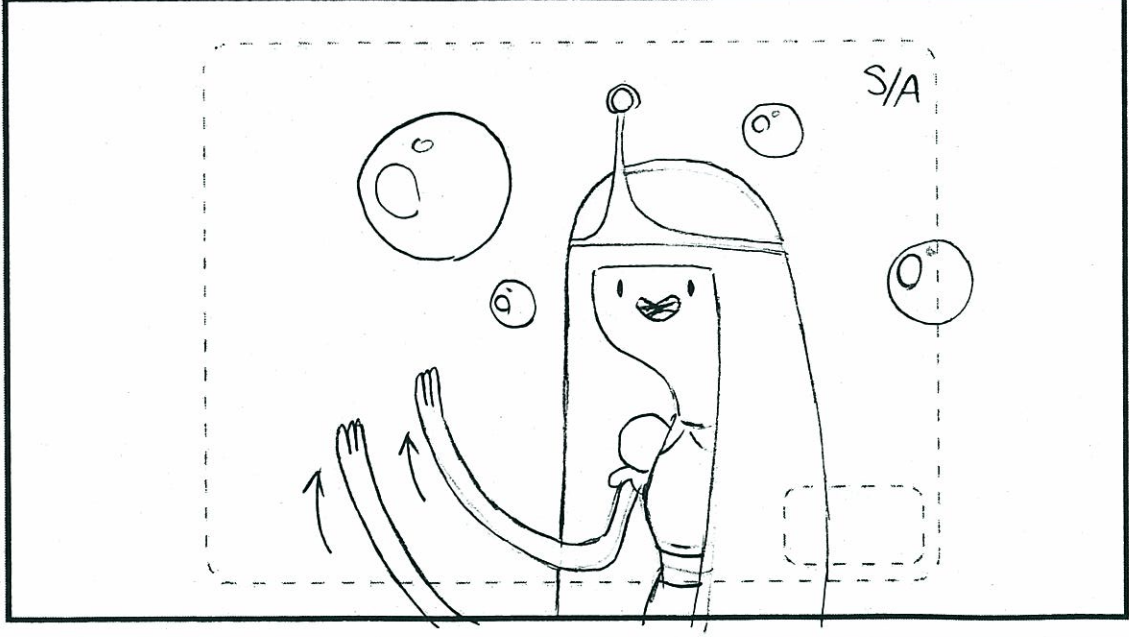
ADVENTURE TIME



Sc. Pnl. Bg. F/C day night



Sc. Pnl. Bg. day night



Dialog:	PB : FOURFOURFOUR ...	PB : THAT'S IT! THE ANSWER WAS SO SIMPLE ... I WAS TOO SMART TO SEE IT !
Action:		(BUBBLES FORM AROUND PB'S HEAD.)
Timing:		

477

478

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Production :

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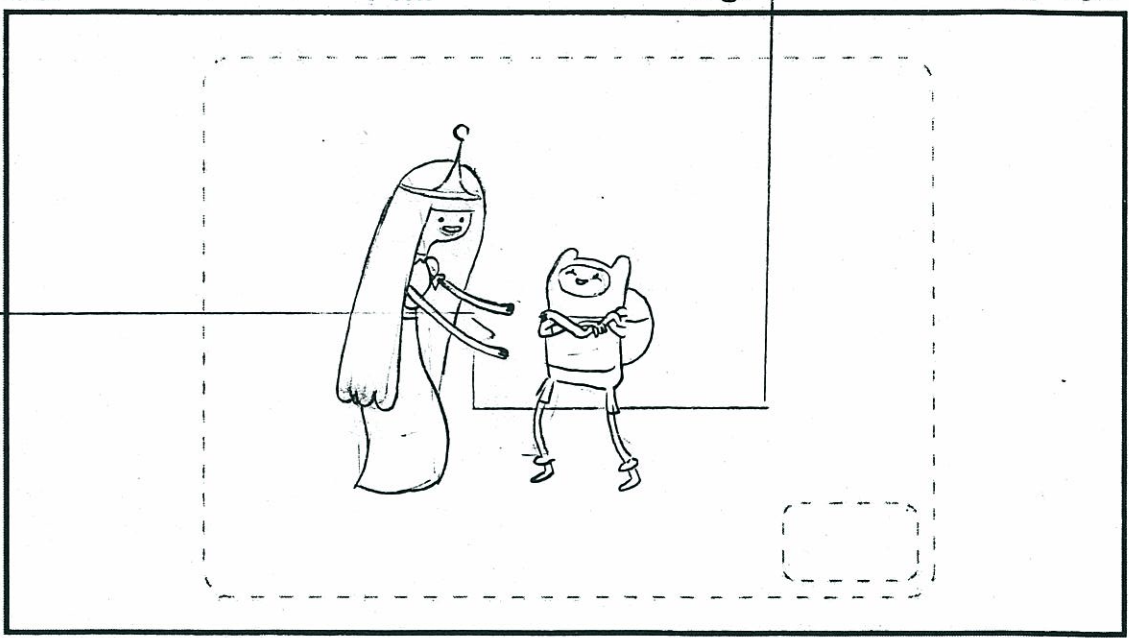
ADVENTURE TIME



Sc. Pnl. Bg. F/C day night



Sc. Pnl. Bg. R/T day night



Dialog: FINN : YER WELCOME PB: FOUR IS THE LAST FIGURE ...

Action: FINN CROSSES HIS ARMS SMUGLY

Timing:

479 480

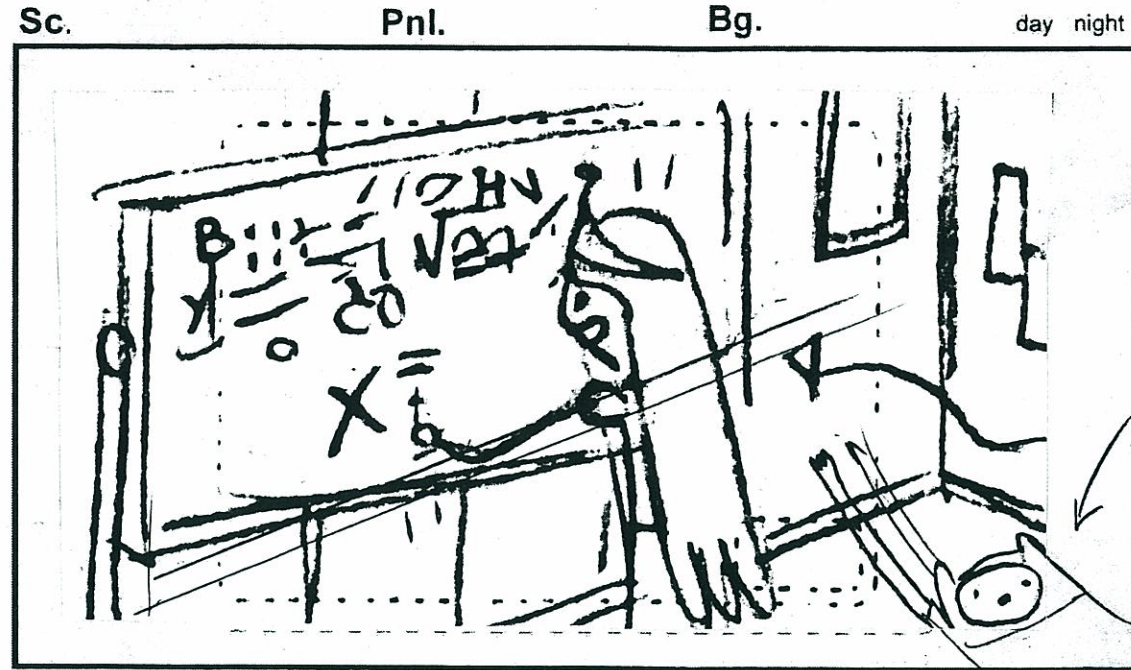
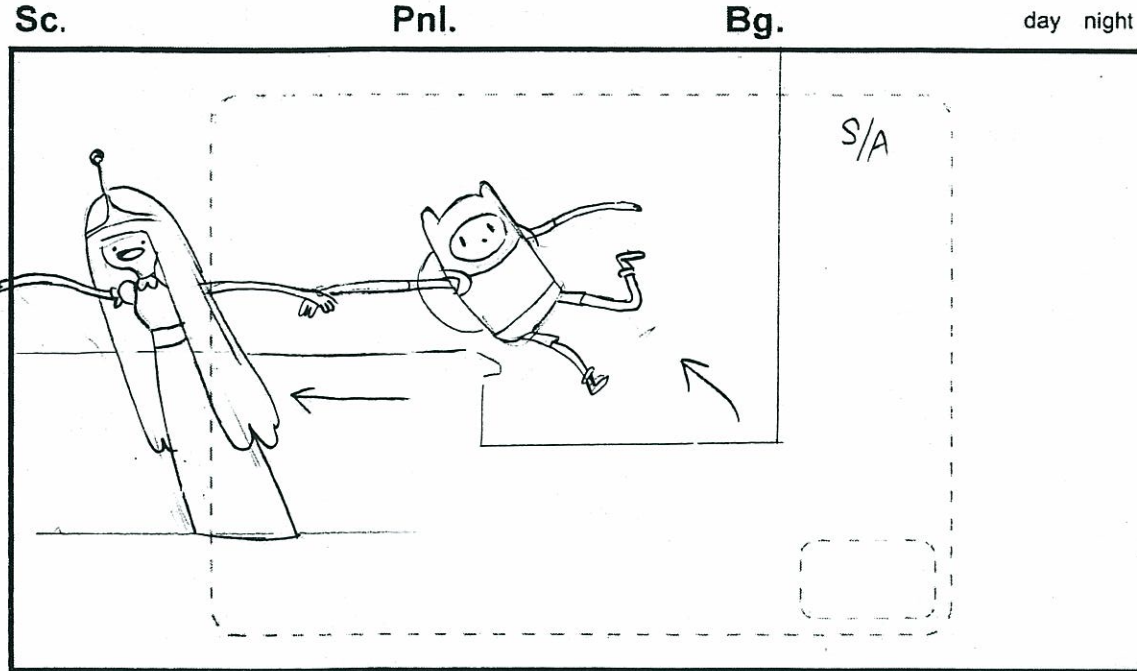
EPISODE # 692009  
Production :



# ADVENTURE TIME



Page 283



Dialog: PB: I NEED TO PERFECT ... MY

PB: ... MY DECORPSINATOR SERUM !

Action:

Timing:

481

482

EPISODE # 692009

Production :

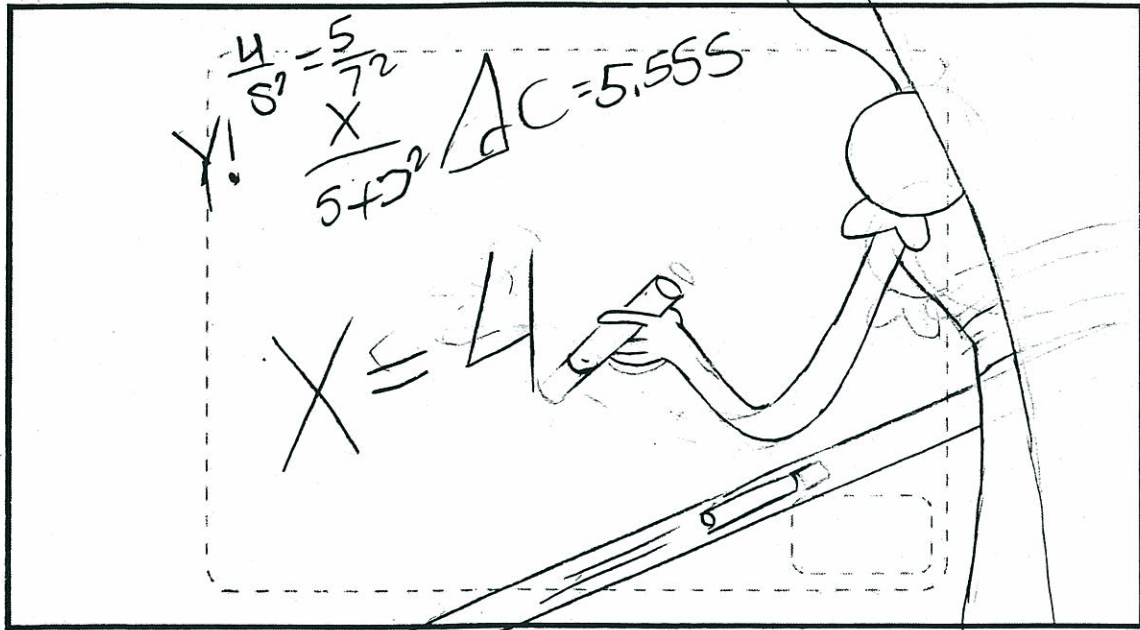
# ADVENTURE TIME



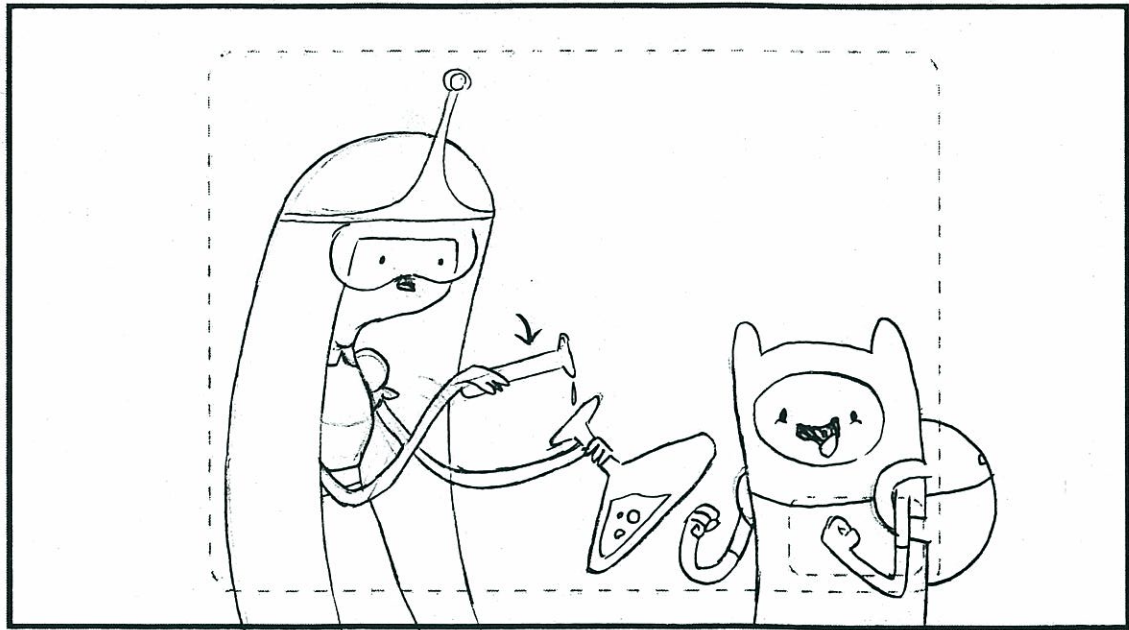
R/T

Page 284

Sc. Pnl. Bg. F/c day night



Sc. Pnl. Bg. F/c day night



Dialog:

\* SHING! \*

Action:

PB ADDS A DROP TO THE FLASK

Timing:

483

484

EPISODE # 692009

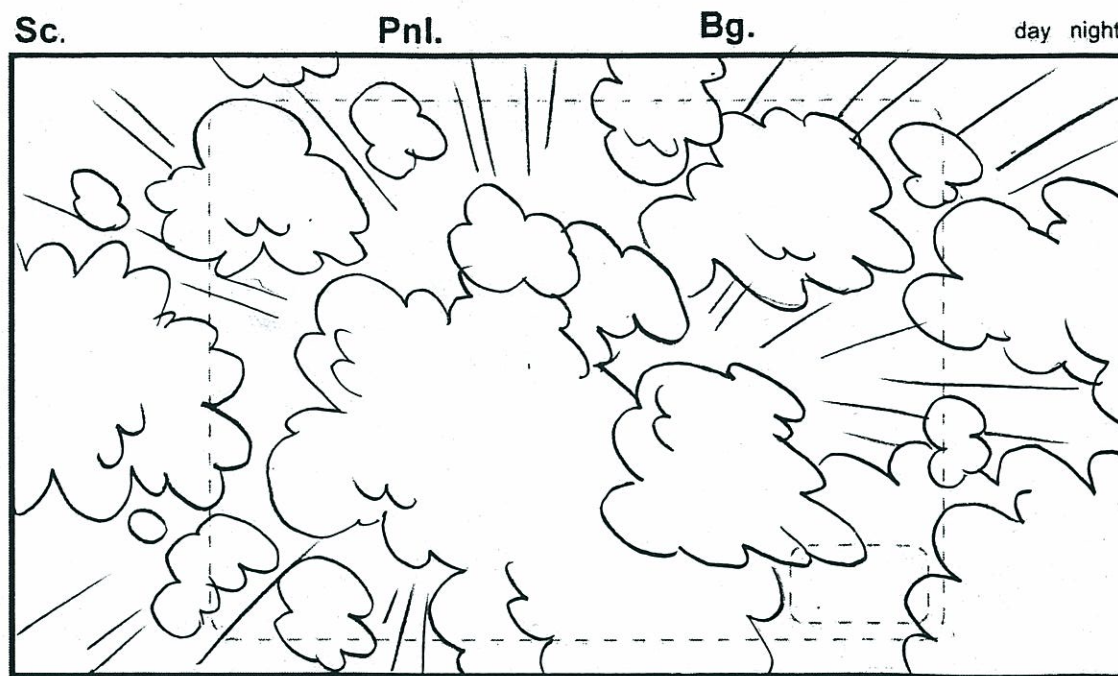
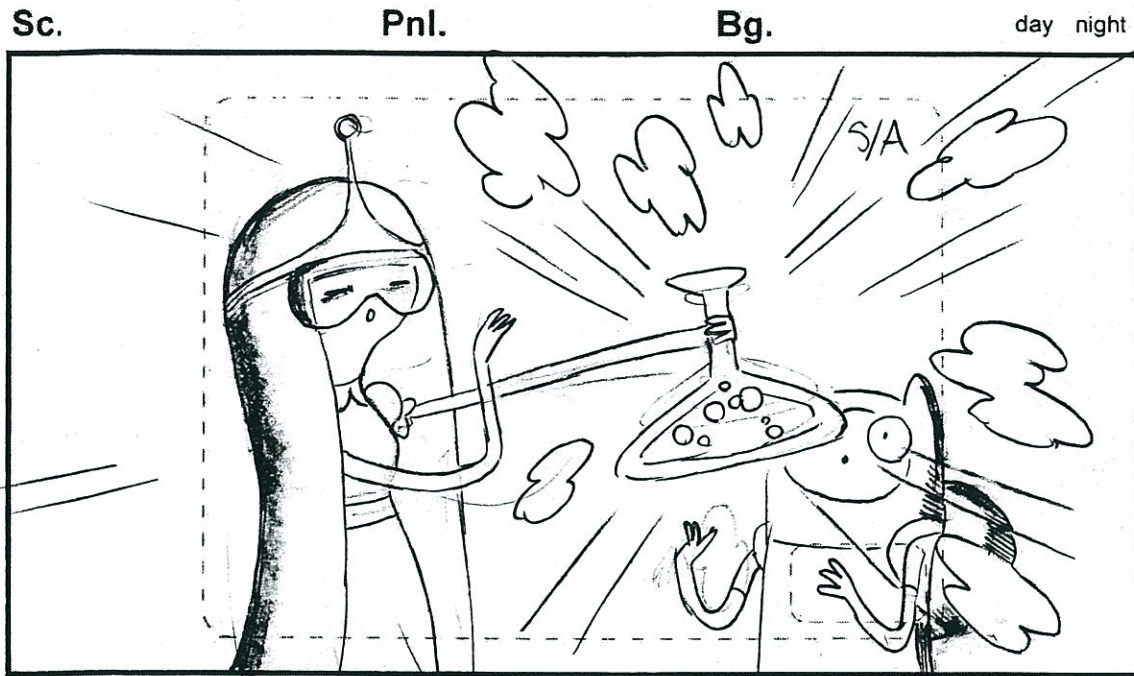
Production :



# ADVENTURE TIME



Page 285



Dialog:

\* POOF! \*

Action:

CHEMICAL SMOKE OVERTAKES SCREEN.

Timing:

485

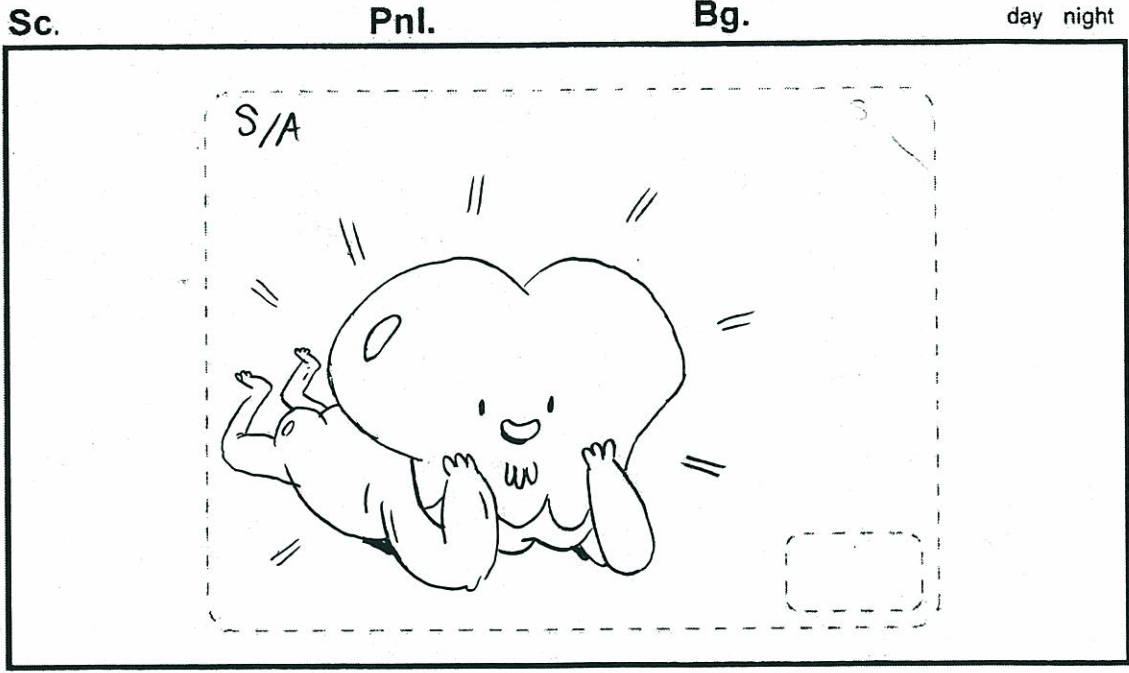
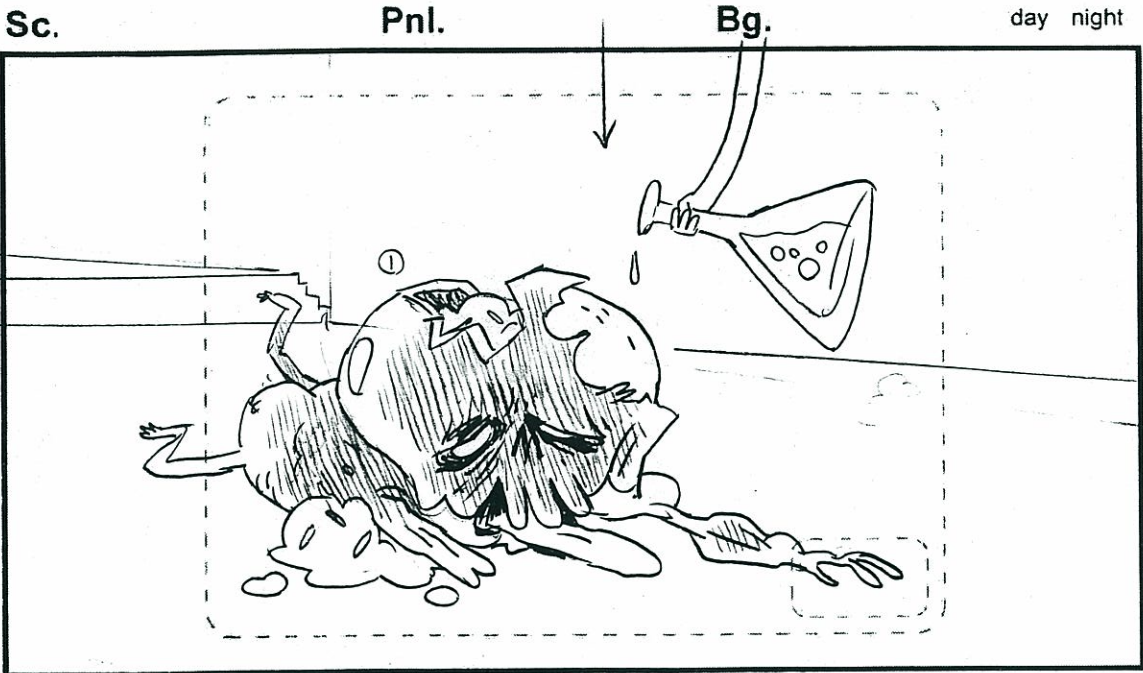
486

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ADVENTURE TIME



Dialog:	ZOMBI - : RGGRHG NR --	CANDY APPLE : GOLLY!
	* ENGINE STARTING *	
Action:	PB DRIPS SERUM ON CANDY APPLE ZOMBIE	
Timing:		
487		488

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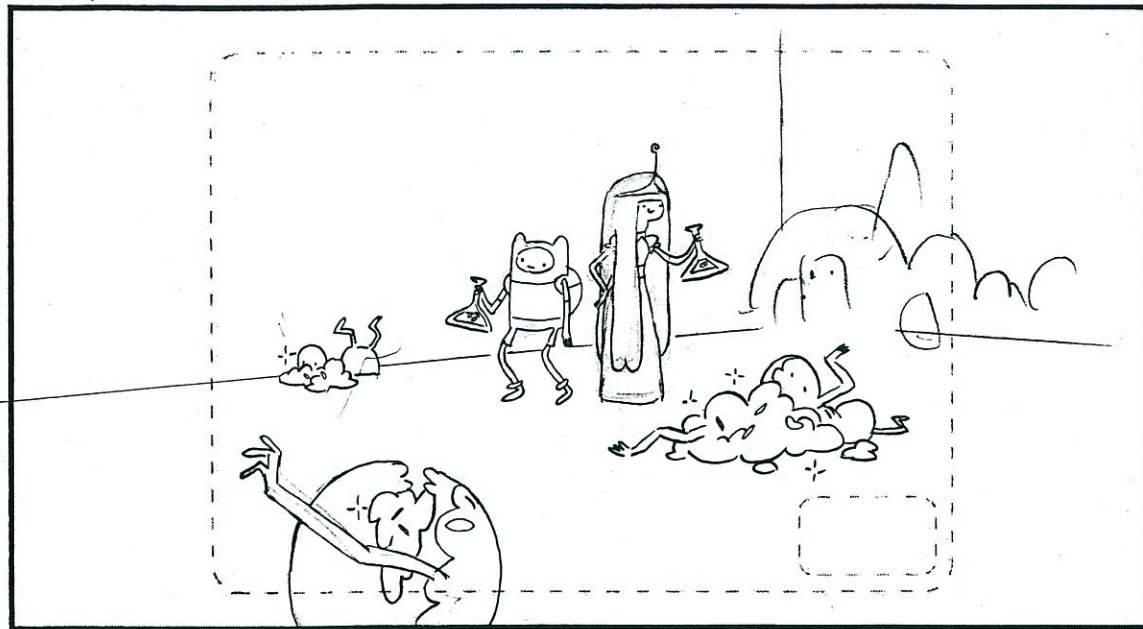
# ADVENTURE TIME



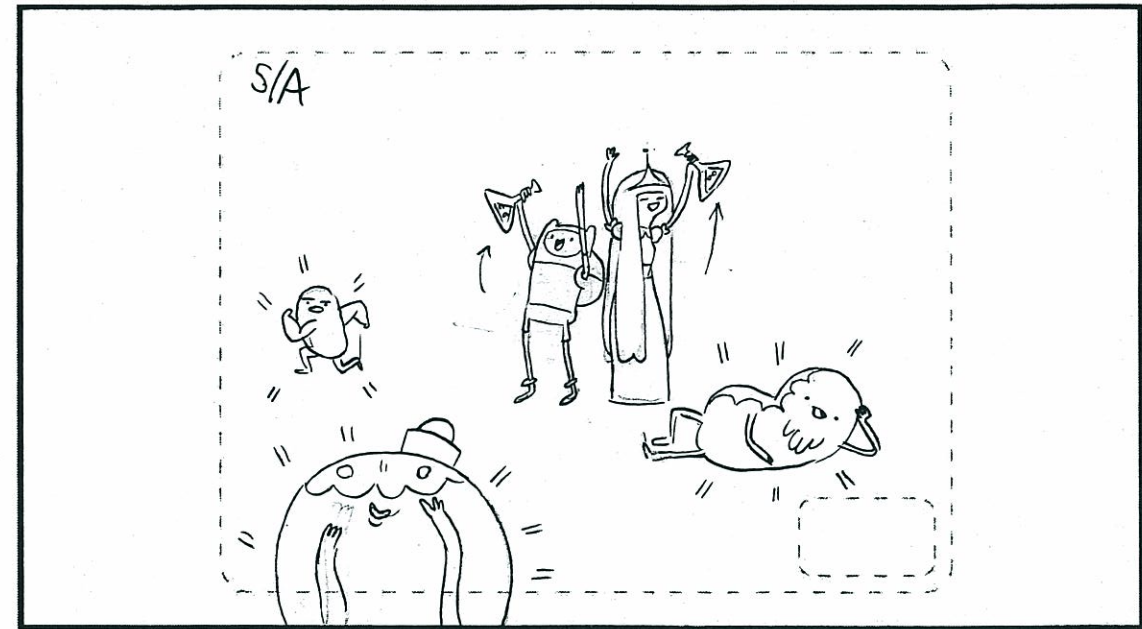
(Next pg. 289)

Page 287

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	ZOMBIES: (LOW MOANING WALLA)	= POOF =	PB & F: WOOO!
Action:			
Timing:			

489

490

EPISODE # 692009  
Production :

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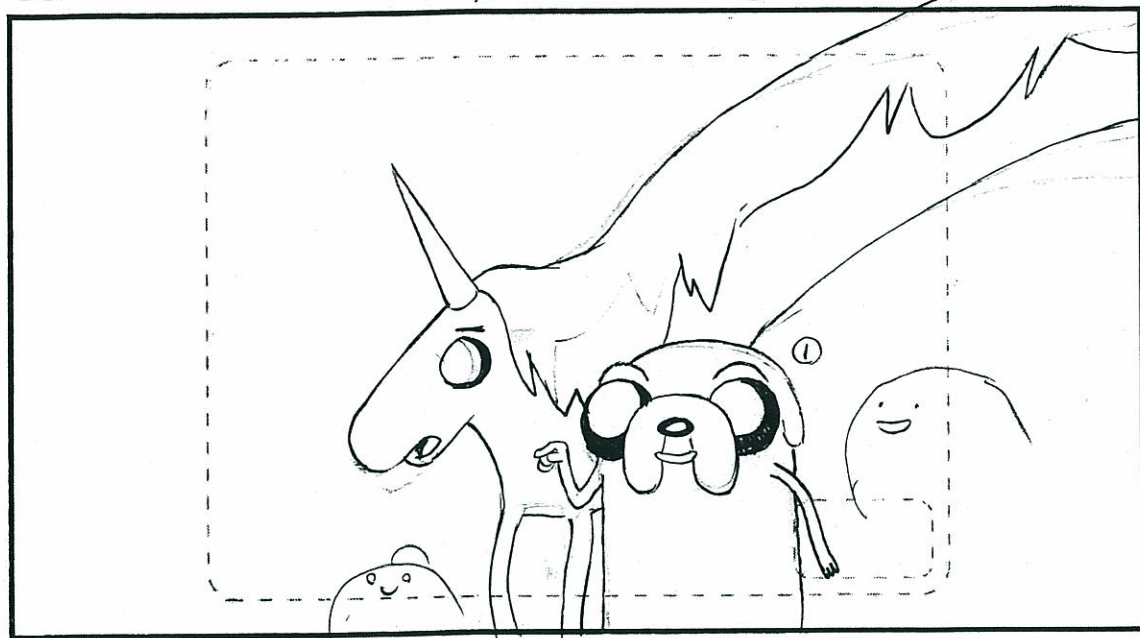
# ADVENTURE TIME



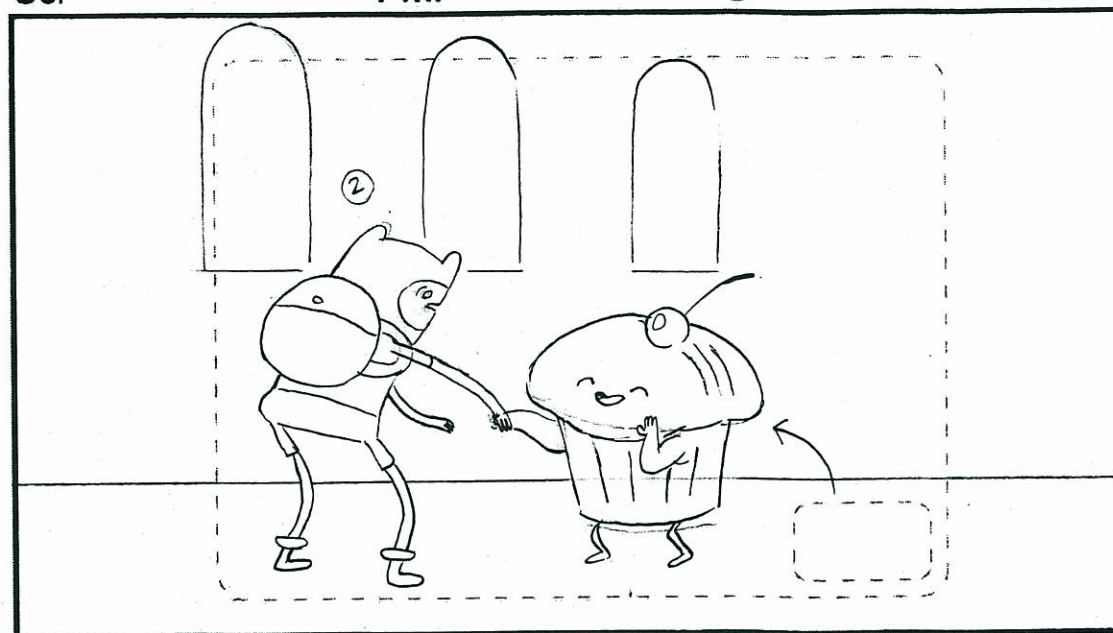
(NO PG. 288)

Page 289

Sc. Pnl. A Bg. F/C day night



Sc. Pnl. A Bg. R/T day night



Dialog: **A.** J: THIS IS MESSSED UP ... BUT SWEET

F: SORRY I CAVED IN YOUR SKULL, MA'AM.

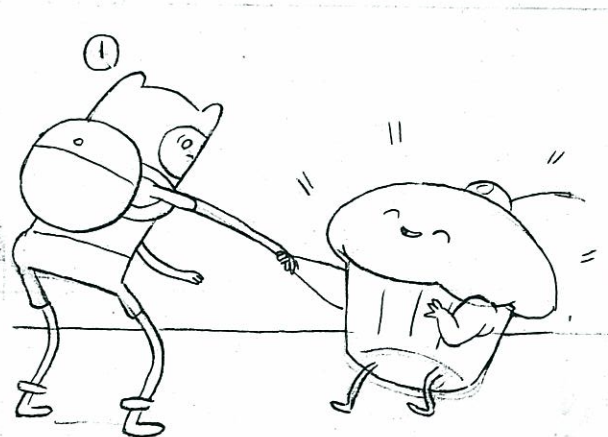
**B.** LADY: [VERILY]

Action:

Timing:



491



FINN HELPS UP THE CUPCAKE LADY.

492

EPISODE # 692009

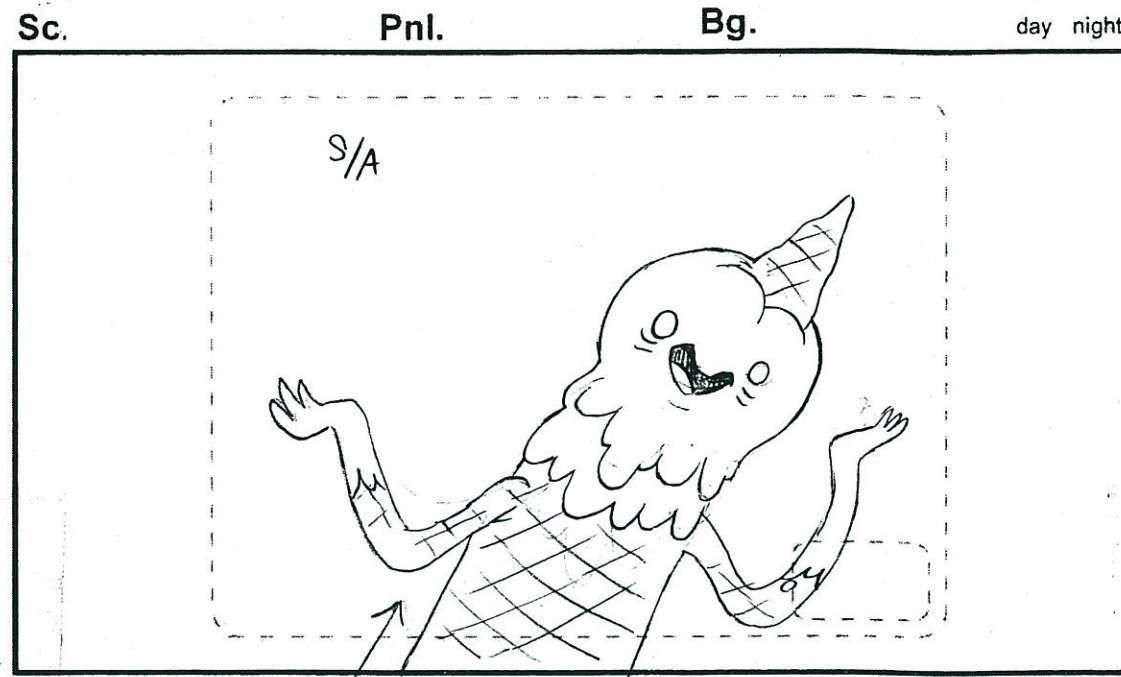
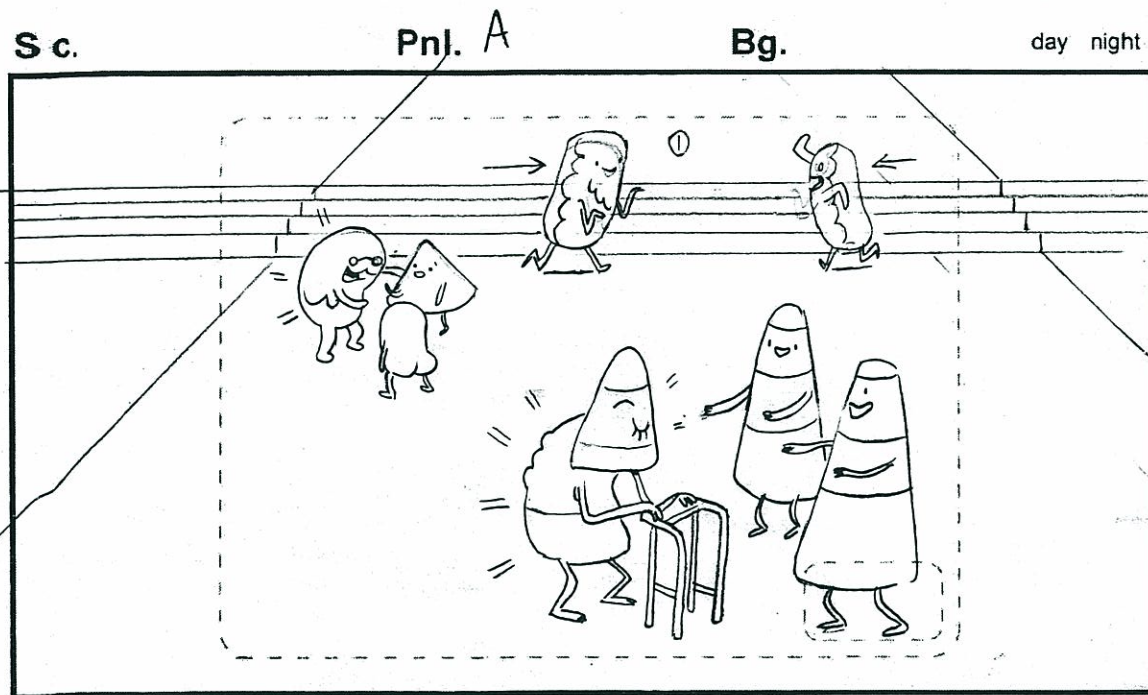
Production :



# ADVENTURE TIME



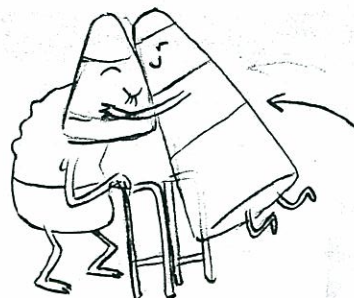
Page 290



Dialog:  
A. ECLAIR BOY: UNCLE CHEWY  
B. CANDY CORN GIRL: GRAN'MA

Action:

Timing:



ICE CREAM: FORMER DEAD RELATIVE!

ICE CREAM MAN RISES INTO FRAME.

493

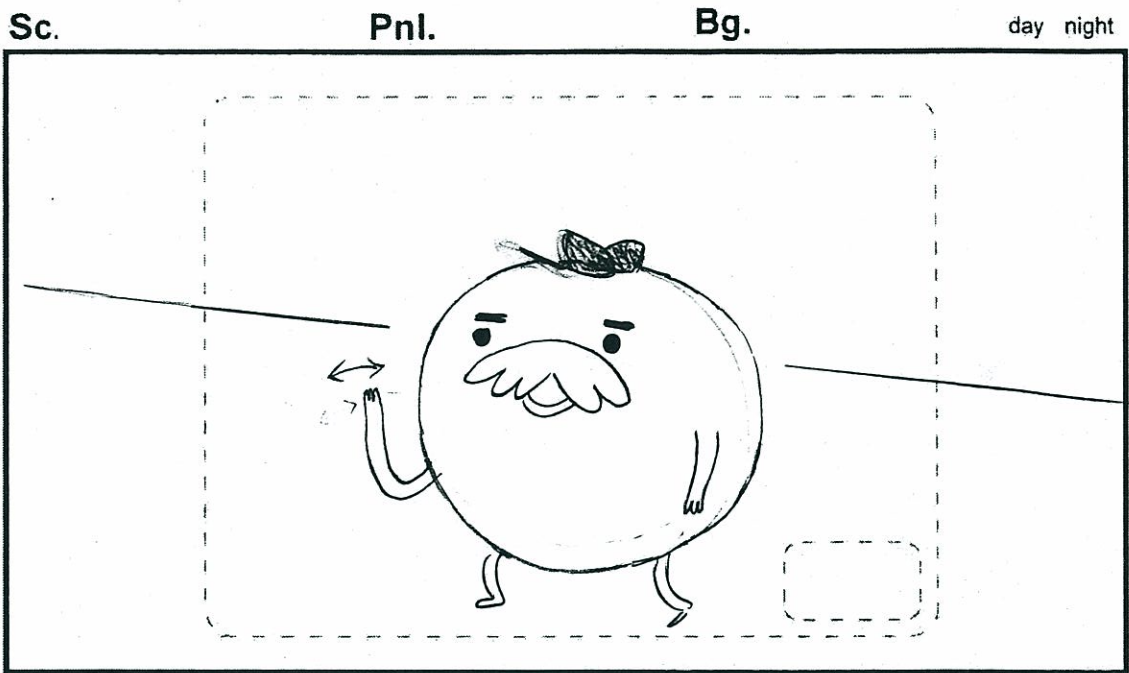
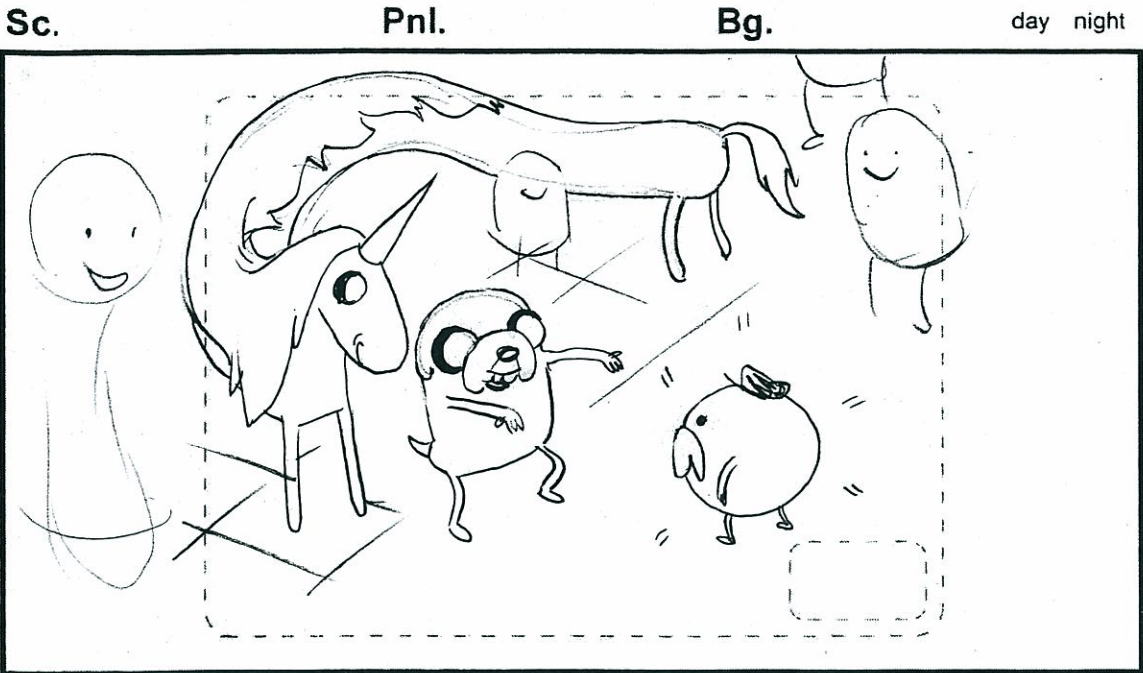
494

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ADVENTURE TIME



Dialog:	JAKE: STARCHIE!	STARCHIE: EVENIN'
Action:	STARCHIE WAVES POLITELY.	
Timing:	495	496

692009  
EPISODE #  
Production :

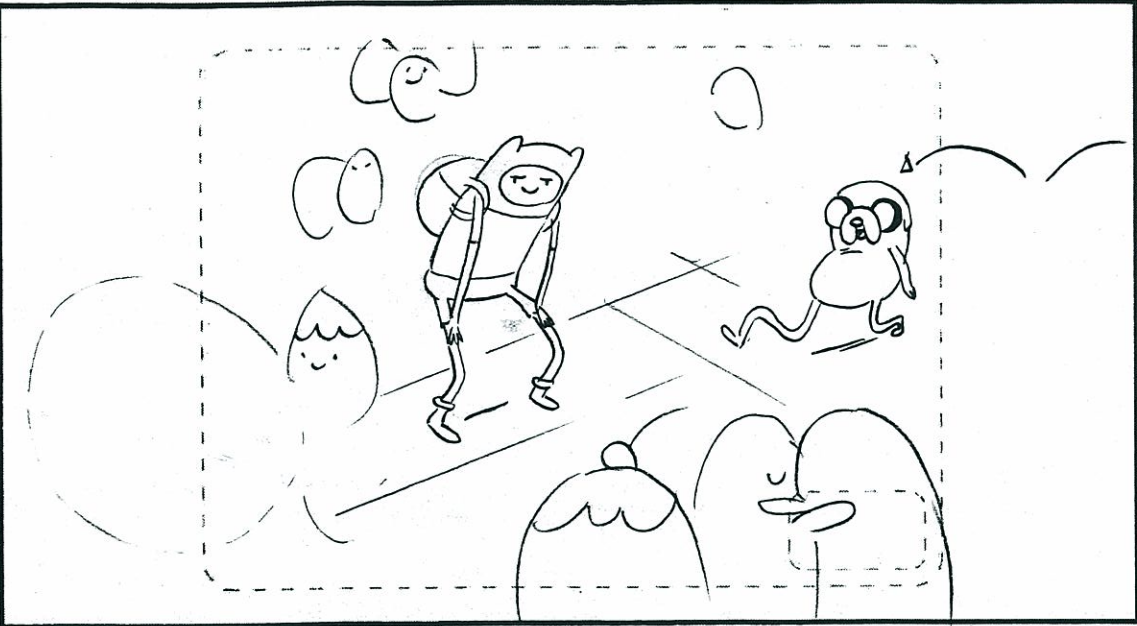


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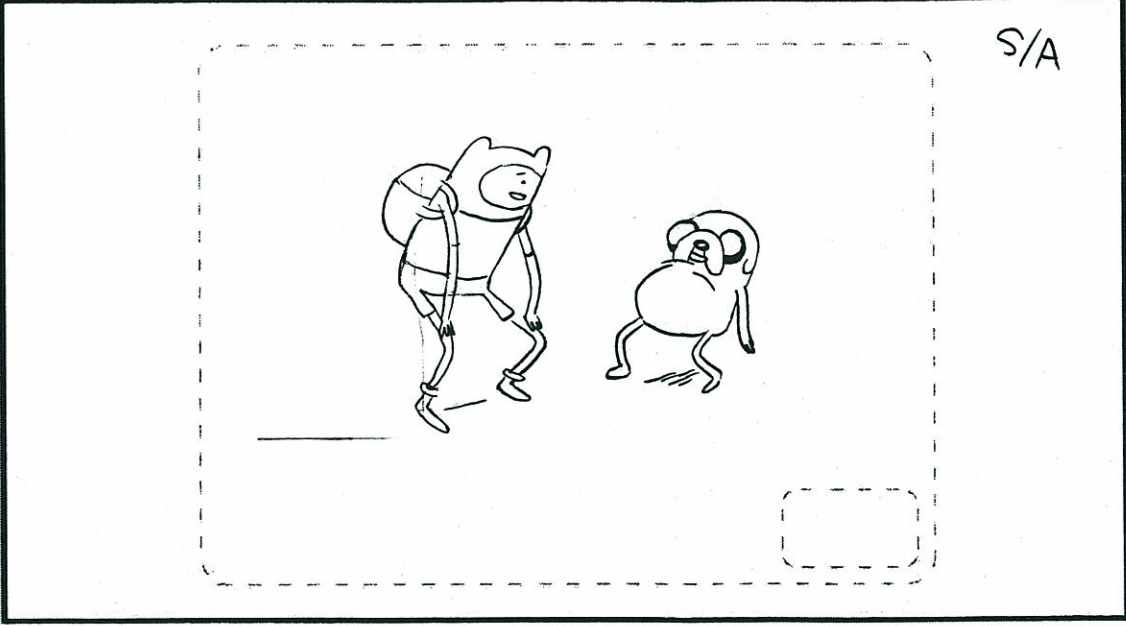
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	JAKE: <u>MAN</u>	JAKE: YOU BROKE A <u>ROYAL PROMISE</u> !?
Action:	JAKE ENTERS SCREEN	
Timing:	497	498

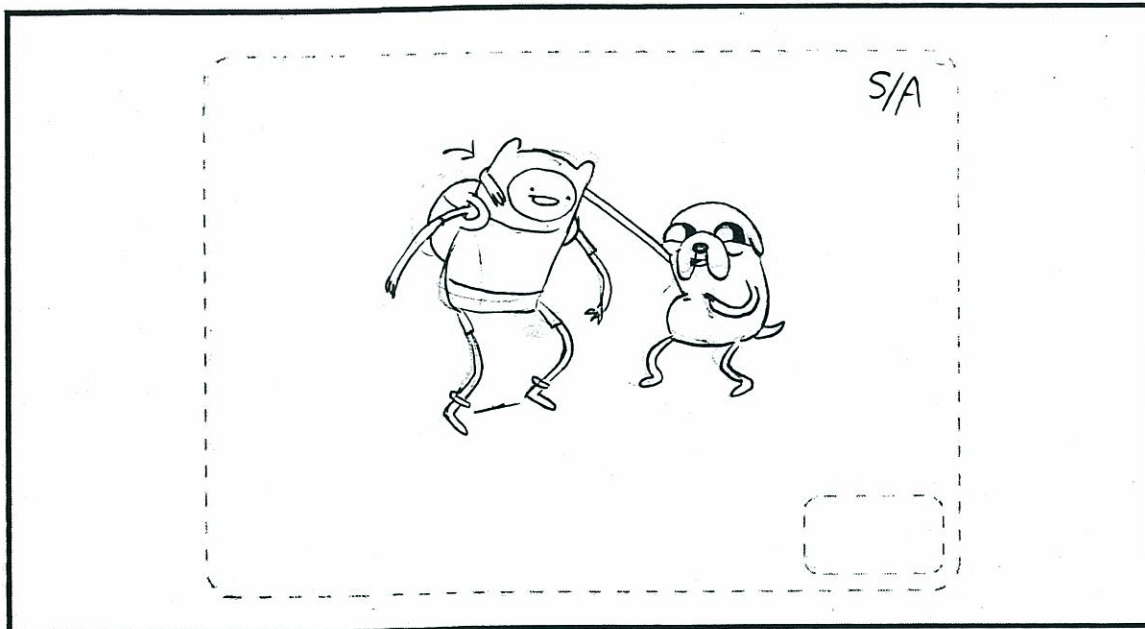
EPISODE # 692009  
Production :

ADVENTURE TIME

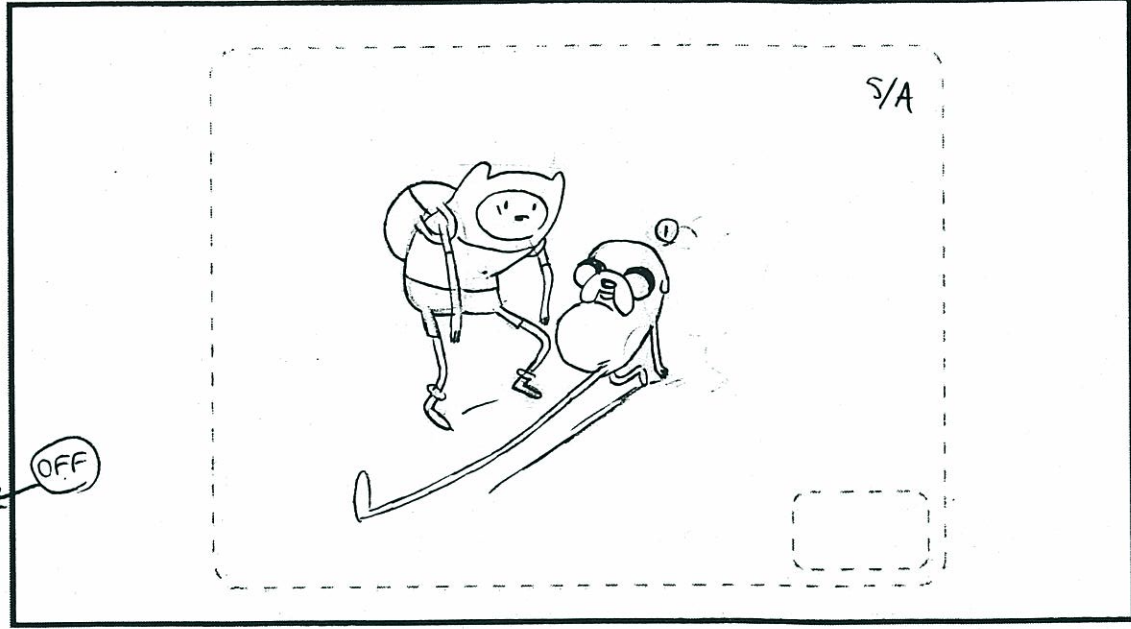


Page 293

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

J: YOU'RE NUTS.

Action:

Timing:

J: ALLS YOU HAD TO SAY WAS THAT IT WAS  
A ROYAL SECRET. I KNOW WHAT'S UP.



499

500

EPISODE # 692009

Production :



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ADVENTURE TIME



Sc. Pnl. Bg. R/T Sc. RT day night

Sc. Pnl. Bg. day night

Dialog:	PB: I HOPE YOU GRASP THE FULL CONSEQUENCES OF BREAKING PROMISES.	FINN: HECK <u>YEAH</u> !
Action:		
Timing:		

501

502

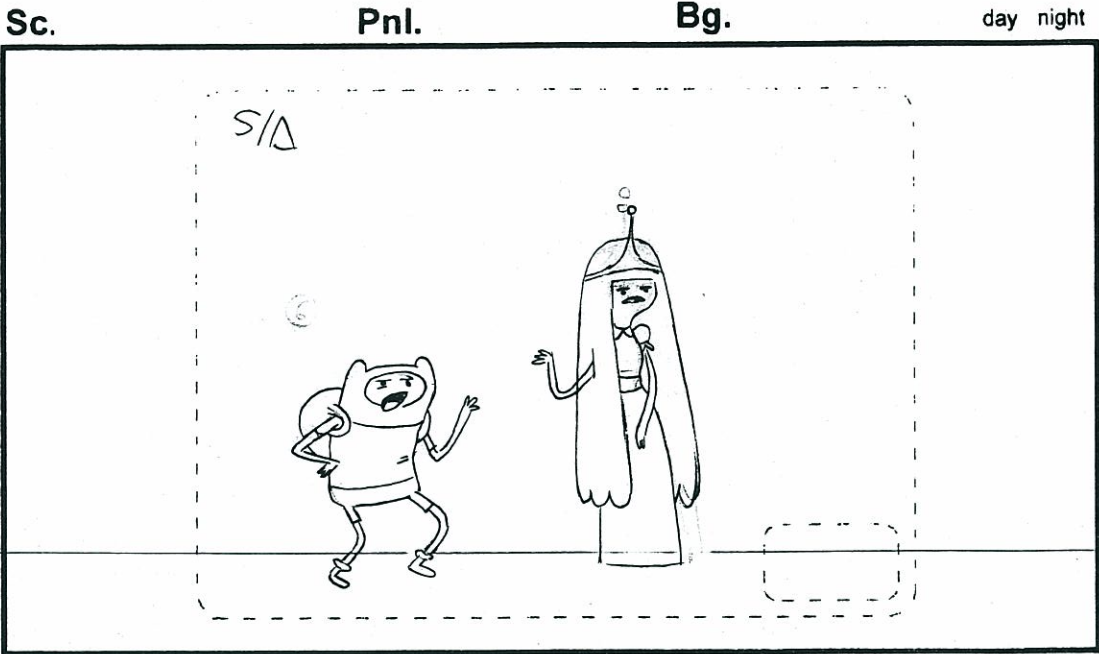
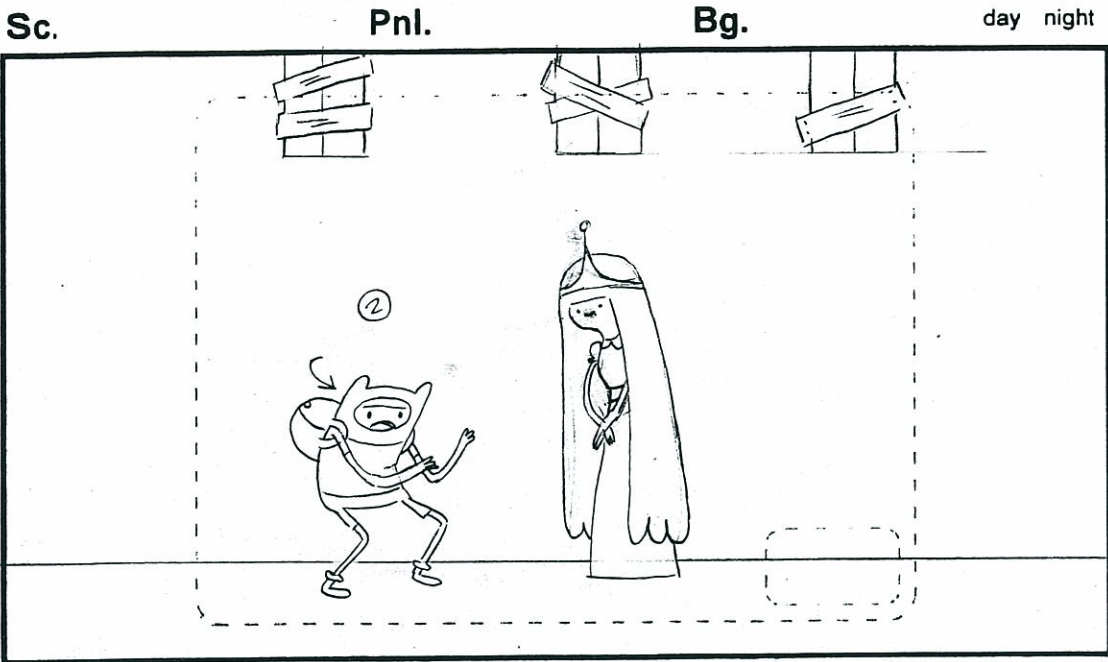
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Production :

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# ADVENTURE TIME



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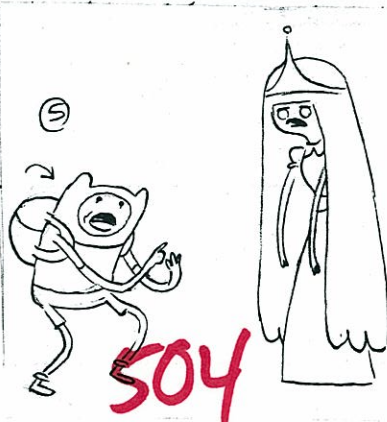
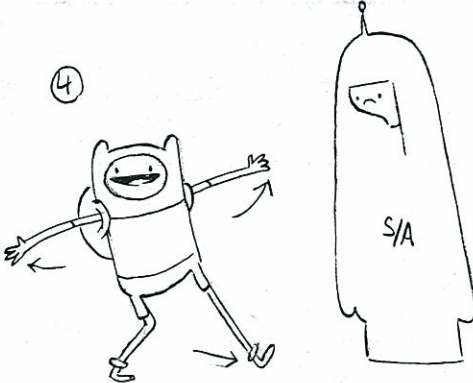
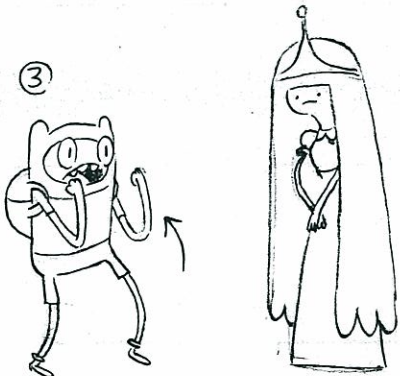
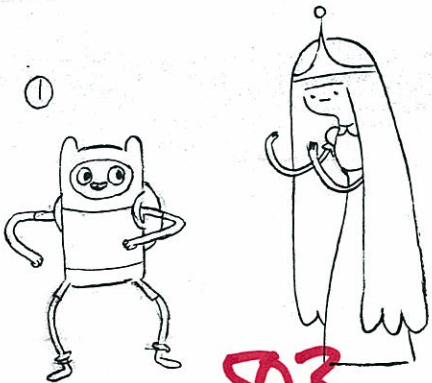
Dialog:

FINN: IF I <sup>②</sup>BREAK A ROYAL PROMISE I GET TO  
<sup>③</sup>FIGHT ZOMBIES, <sup>④</sup>THROW SLUMBER PARTIES,  
<sup>⑤</sup>AWAKE GUMBALL GUARDIANS, FACE DOWN GHOST KINGS AND.. ANDAND.

PB: ALRIGHT ALRIGHT --

Action:

Timing:



EPISODE # 692009

Production :

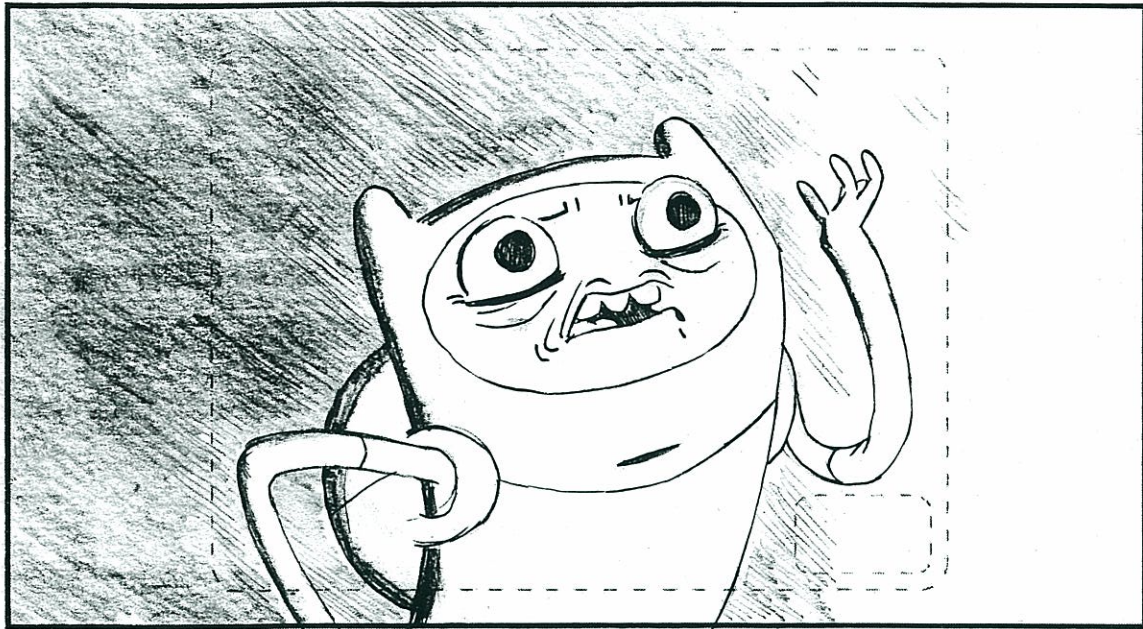


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# ADVENTURE TIME



Sc. Pnl. Bg. day night



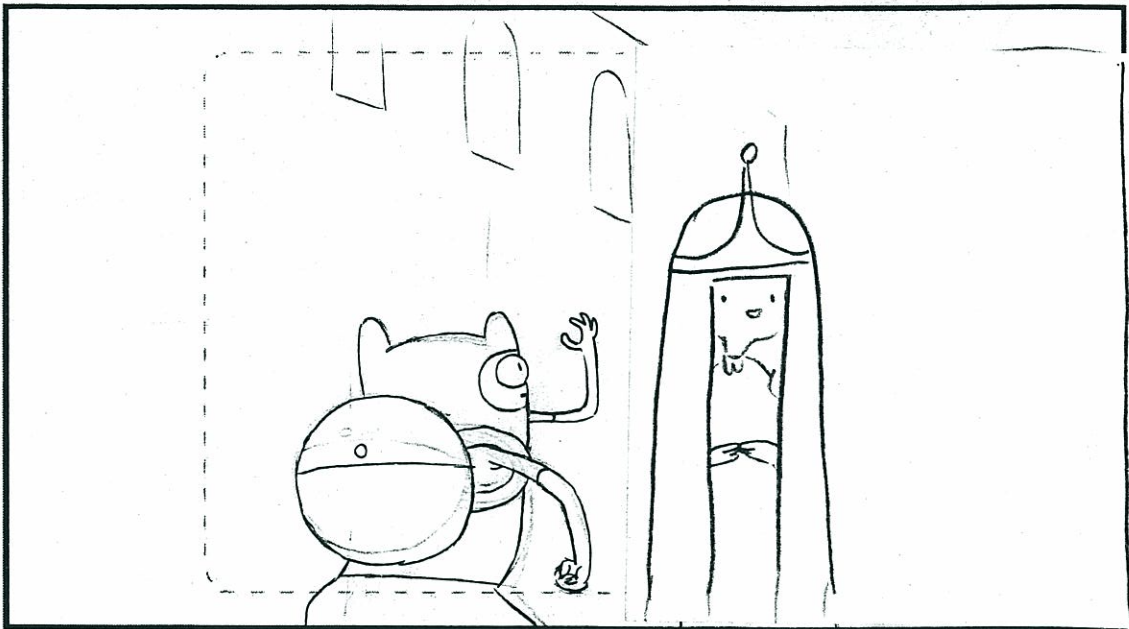
Dialog: FINN: AND REVERSE DEATH ITSELF.

Action:

Timing:


505

Sc. Pnl. Bg. R/T SC. day night



PB: oh, you are Adorable. But keep your PROMISES, OKAY?

506



EPISODE # 692009

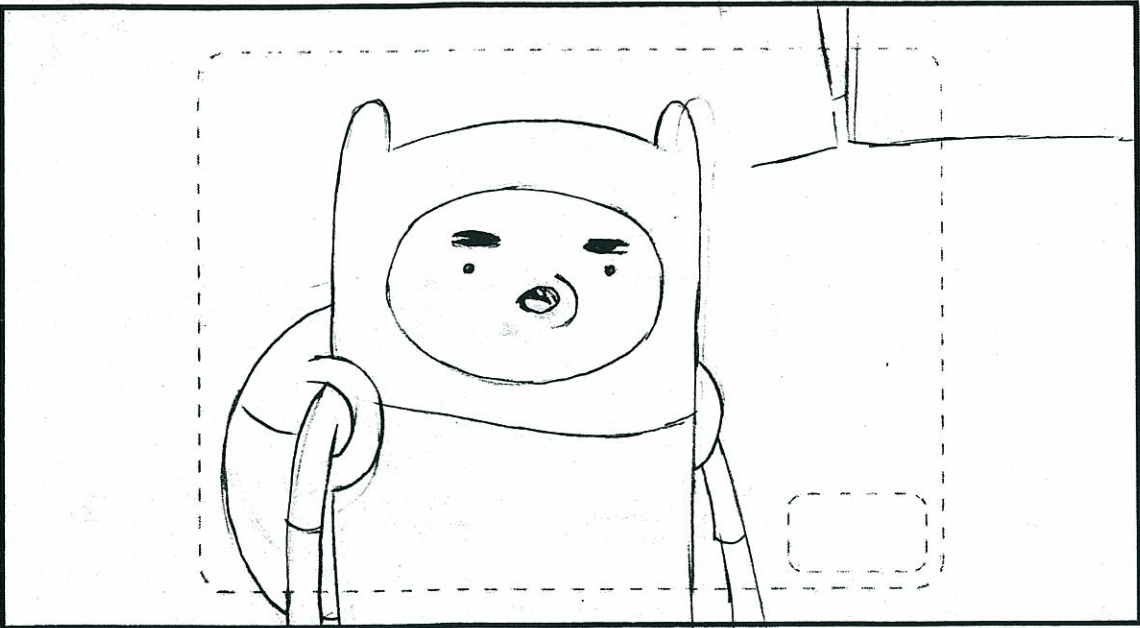
Production :

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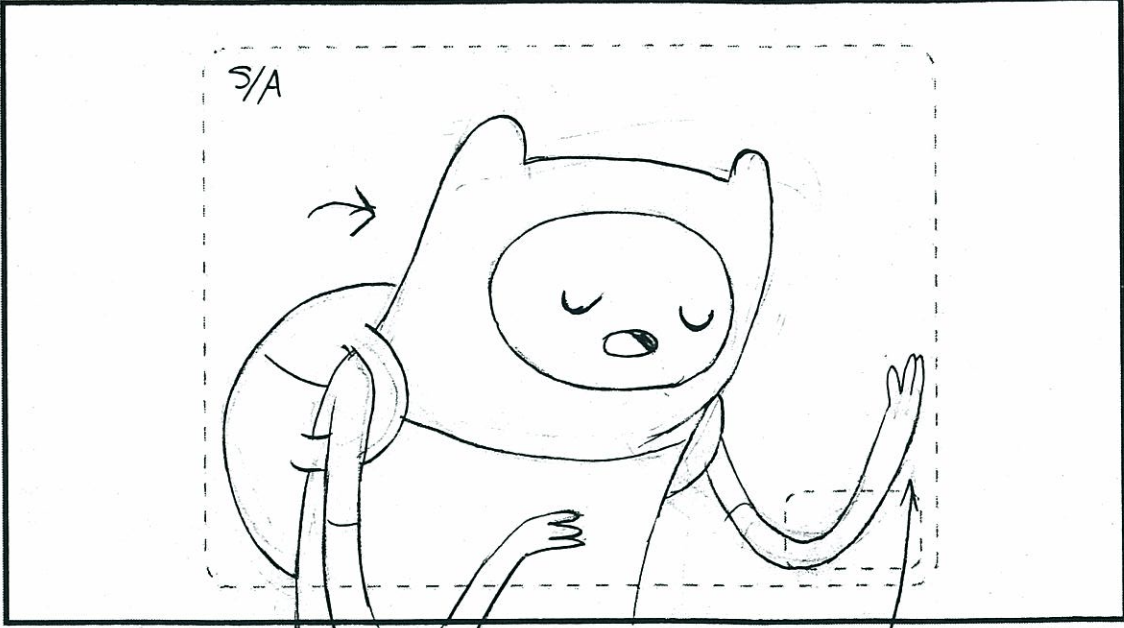
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: FINN : I WILL PRINCESS F: I HOPE YOU CAN FORGIVE ME ~~SO~~ SOMEDAY

<cs>\* GNAWING NOISES \*

Action:

Timing:

507

508

EPISODE # 692009 Production :



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Sc.

Pnl. C

Bg

S/A



PAN  
DOWN



509

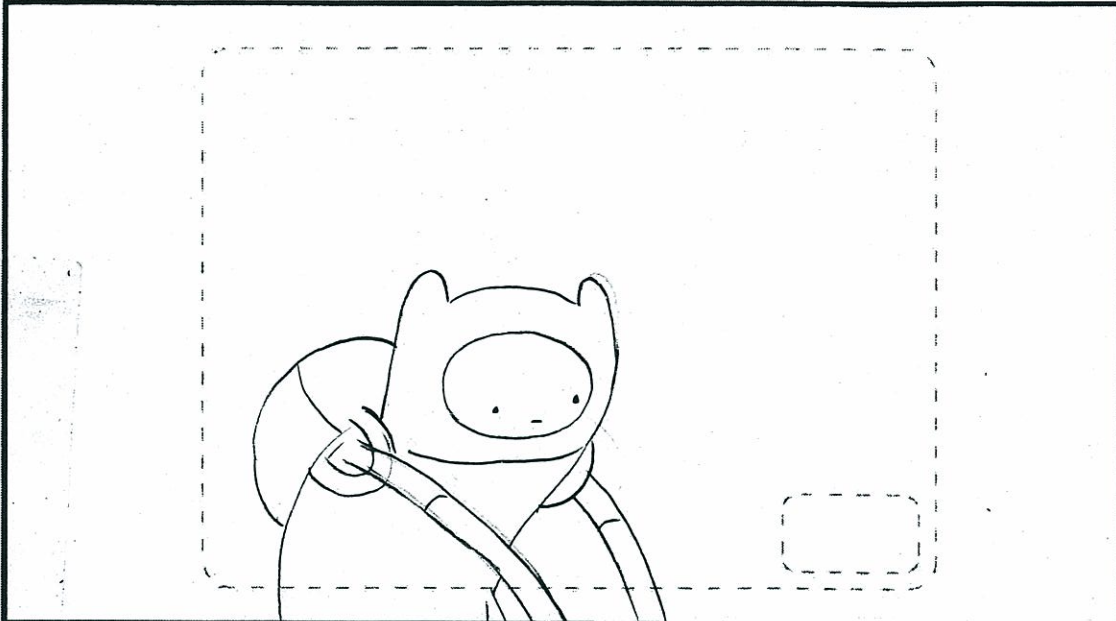
Page 298

Sc.

Pnl.

Bg.

day night



510

EPISODE # 692009

Production :

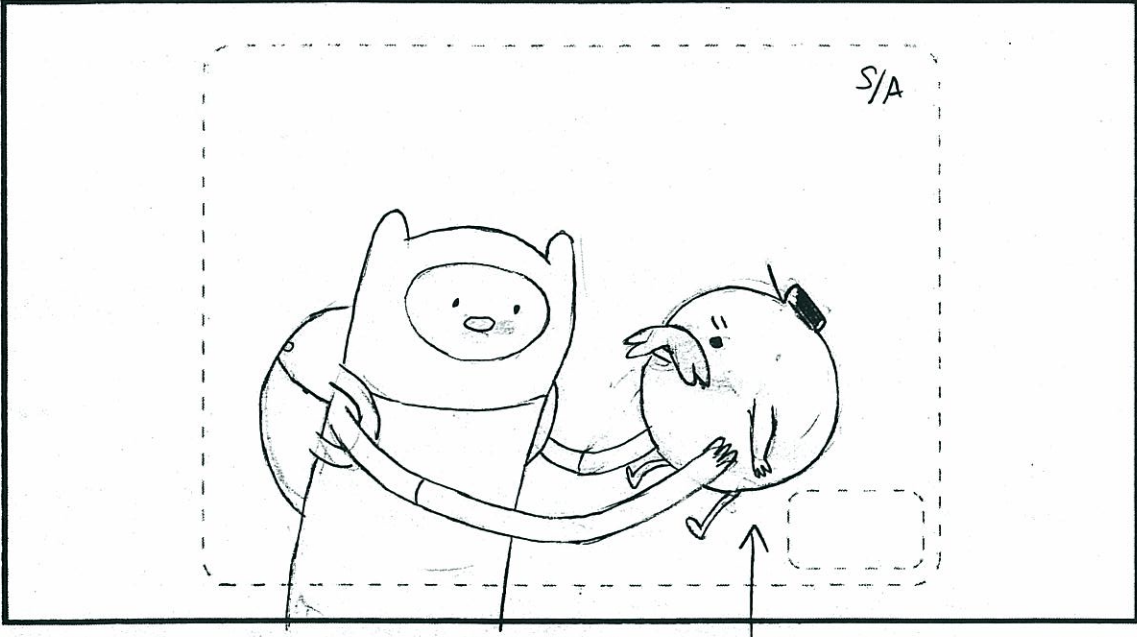
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# ADVENTURE TIME

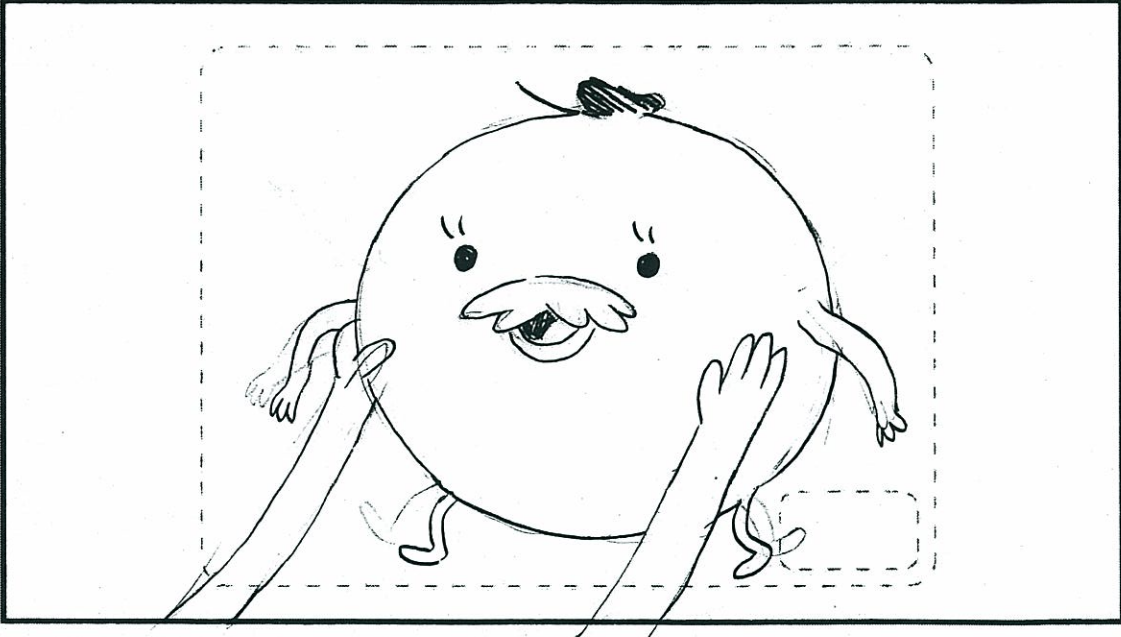


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Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: FINN: STARCHIE, YOU'RE NOT A ZOMBIE!  
STARCHIE: CAN'T HELP IT.  
FLESH IS DELICIOUS

Action: FINN PICKS UP STARCHIE  
both legs swinging back and forth playfully.  
↙ ↘

Timing:  
511 512

EPISODE # 692009  
Production :

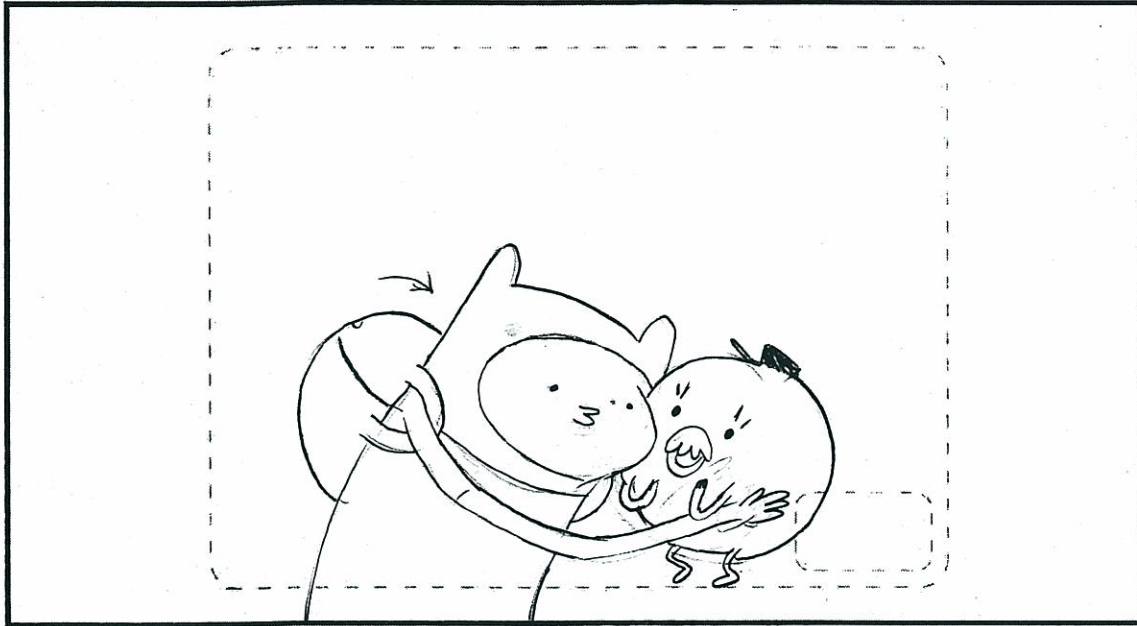


# ADVENTURE TIME

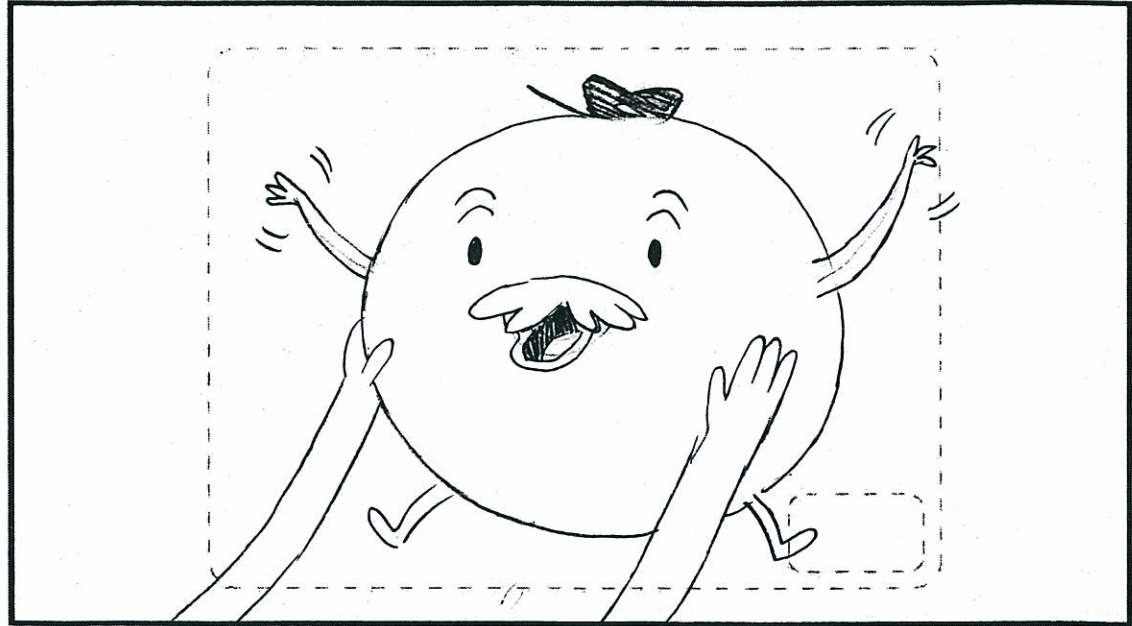


Page 300

Sc. Pnl. Bg. R/T day night



Sc. Pnl. Bg. R/T day night



Dialog:

FINN: YOU'RE DELICIOUS!

STARCHIE: DON'T SQUEEZE ME!  
I'LL FART!

Action:

FINN NUZZLES STARCHIE

Timing:

513

514

EPISODE # 692009

Production :

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ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

\* POOT! \*

STARCHIE: SQUEEZE ME AGAIN.

Action:

Timing:

515

516

EPISODE # 692009

Production :